

Thang Nguyen

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👤 Portfolio: <https://tangshii.github.io/>

in LinkedIn: <https://www.linkedin.com/in/thangn1/>

🐙 Github: <https://github.com/Tangshii>

Education

Georgia State University

Atlanta, Georgia

Graduation May 2021

Overall GPA: 3.98

Bachelor of Science in Computer Science

Minor in Philosophy

Concentration in Computer Software Systems

Certificate in Data Science

Skills

- **Programming languages:** Java, C, JavaScript, PHP, Python
- **Web development:** HTML, CSS, Bootstrap, React, NodeJS
- **Mobile app development:** android apps using Java and Android Studio
- **Database platforms:** MySQL, SQL Server, MongoDB, Firebase
- **Big Data processing using:** Hadoop, Spark
- **Data science related concepts:** preprocessing, training models, machine learning

Projects

demos listed at [portfolio](#)

[Hermes messenger](#)

Nov 2020

- Hermes is an android messaging app developed using Firebase.
- Implemented features such as account registration, sending messages, profile bio, on tap translations, color customization.

[Movie Finder](#)

April 2020

- A Web-based application to quickly search for movie tickets by title, time, dates, and address.
- Implemented feature such as account login, database queries, frontend design, backend logic.
- Developed using MongoDB, Express, React, Node stack.

[Pokémon Memory](#) and [PokéPuzzle](#)

Nov 2019

- Web-based games developed using HTML, CSS, and JavaScript.
- Gameplay include memorizing/matching two cards and sliding titles to complete the image.

[PokéBattler](#)

Oct 2019

- A web-based game developed using HTML, CSS, and PHP.
- Gameplay include html forms that are passed to backend to allow user to choose and attack.

[Budget Tracker](#)

Mar 2019

- A Java program to keeps track of income and expenses.
- User can add incomes and expense sources, when they happen and if they reoccur.
- It shows the total amount gain or lost for a particular month or specific dates.

[PokéExplorer](#) and [Dance Arrows](#)

Feb 2018

- Developed games that uses Java in the backend and java GUI as the frontend.
- Implemented GUI using panels, listeners, AWT api, and Swing api to create movement.