Thang Nguyen (Tang)

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📞 **Phone (mobile):** 404-259-2784   🔾 **Github:** https://github.com/Tangshii
👤 **Portfolio:** https://tangshii.github.io/

Education

Georgia State University	Bachelor of Science in Computer Science
Atlanta, Georgia	Minor in Philosophy
Graduated May 2021	Concentration in Computer Software Systems
Overall GPA: 3.98	Certificate in Data Science

Skills

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

Projects demos listed at portfolio

Hermes messenger   Dec 2020
- Hermes is an android messaging app developed using Firebase.
- Implemented features such as account registration, sending messages, profile bio, on tap language 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 includes 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 includes 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 and 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, and Swing API packages to create movement.