Ryan Nguyen

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Profile

My name is Ryan Nguyen, and I am an international student with a passion for all things related to digital arts and computer science. I have in-depth experience in Web Design, UI/UX Design, Full-Stack Design, Game Design, and Graphical Programing. Additionally, I have over two years of professional experience in the graphic design industry.

Skills & Language

Skills:

- Algorithms & Data Structures, Software Engineering, Test-driven Development, Full-stack Programming, Database, Machine Learning, Networking.
- Graphic Programming, UI/UX Design.
- Graphic Design, Motion Graphic Design.

Programming Languages:

- C, C++, C#, Java, Python, ANTLR, SQL, HTML, CSS, JavaScript.

Tools & Technologies

- **Web Development**: React, Three.js, WebGL, React Three Fiber, Tailwind CSS, Shadcn/ui, Redux, Qt6, GSA.
- **Build Tools**: Gradle, Maven, Vite, Cmake.
- **IDEs & Editors**: VS Code, IntelliJ, Visual Studio, MySQL, QT Creator, Unity Editor.
- **Design Tools**: Adobe Photoshop, Lightroom, Illustrator, After Effect, Premiere.

Education

AA in Computer Science	**BS in Computer Science**
Edmonds College | Washington | 2020 – 2023	Bellevue College | Washington | 2023 - 2025

Project

Portfolio Website With Three.Js Intergration

- Created an interactive, responsive, and realistic 3D Earth using React Three Fiber, and custom WebGL shaders.
- Created an intuitive, and smooth User Interface with Shadcn/ui, React, GSAP, and Tailwind.
- Maintained a modular design principle with the help of Redux and React Components.

Turn-Based Role-Playing Game Combat System In 3d Unity

- Created an extendable, generalized, and modularized turn-based combat system for a limitless number of entities.
- Applied realistic lighting, volumetric fogs, and wind simulation to enhance immersion for the playable scene.

Disease And Control Simulation On A Fixed Population

- Created a 2D Simulation of a dynamically behaved population undergoing a pandemic with a heavy use of inheritance and polymorphism with C++.
- Added real-time visualization with QT Creator graphical libraries.

Visualization Of Dijkstra's Algorithm On Customizable Maps With Gui And Storage Implementation

- Designed and coded a real-time visualization of Dijkstra's path-finding algorithm on a user-made nodes map.
- Created an intuitive and reactive GUI with C++ QT Creator GUI libraries.
- Implemented a save/load system to store user's custom-made map.

Sudoku Solver With Multithread Integration

- Sudoku Solver using Depth-First Search method. The project applied various complex data structure for fast look up time, and performance optimization. Currently integrating multithread for faster permutation traversal.

Reverse Polish Calculator With Antlr Integration

- Applied ANTLR (Another Tool for Language Recognition) as a parser. Use context-free grammar to break down infix expression into postfix expression. Use Gradle as a Java build tool.
- Added multi-system capabilities with Gradle as build tool and Java as language.

Experience

Motion Graphic Designer/ Graphic Designer

Edmonds College, Wa 2021 - 2023

- Designed and led advertisement campaigns of student, faculty, and local events in the community using Adobe Illustrator, Photoshop, and After Effect.

Newsletter Editor On Graphic Designer/ Graphic Designer

Edmonds College, Wa 2023 - 2024

- Designed and edited newsletters for the Computer Science Department, and Computer Science Advisory Board