
RYAN NGUYEN

Website	GitHub	LinkedIn	Behance				
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.			Education				
Portfolio	Website	With	AA in Computer Science Edmonds College Washington 2020 – 2023				
Intergration			BS in Computer Science Bellevue College Washington 2023 - 2025				
• Created an interactive, responsive, and realistic 3D Earth using React Three Fiber, and custom WebGL shaders.			Skills				
• Created an intuitive, and smooth User Interface with Shadcn/ui, React, GSAP, and Tailwind.			Algorithms & Data Structures, Software Engineering, Test-driven Development, Full-stack Programming, Database, Machine Learning, Networking.				
• Maintained a modular design principle with the help of Redux and React Components.			Graphic Programming, UI/UX Design.				
Turn-Based Role-Playing Game Combat System In 3d Unity			Graphic Design, Motion Graphic Design.				
• Created an extendable, generalized, and modularized turn-based combat system for a limitless number of entities.			PROGRAMMING LANGUAGES:				
• Applied realistic lighting, volumetric fogs, and wind simulation to enhance immersion for the playable scene.			C, C++, C#, Java, Python, ANTLR, SQL, HTML, CSS, JavaScript.				
Disease And Control Simulation On A Fixed Population			TOOLS & TECHNOLOGIES				
• Created a 2D Simulation of a dynamically behaved population undergoing a pandemic with a heavy use of inheritance and polymorphism with C++.			Web Development:				
• Added real-time visualization with QT Creator graphical libraries.			React, Three.js, WebGL, React Three Fiber, Tailwind CSS, Shadcn/ui, Redux, Qt6, GSA.				
Visualization Of Dijkstra's Algorithm On Customizable Maps With Gui And Storage Implementation			Build Tools: Gradle, Maven, Vite, Cmake.				
• Designed and coded a real-time visualization of Dijkstra's path-finding algorithm on a user-made nodes map.			IDEs & Editors: VS Code, IntelliJ, Visual Studio, MySQL, QT Creator, Unity Editor.				
• Created an intuitive and reactive GUI with C++ QT Creator GUI libraries.			Design Tools: Adobe Photoshop, Lightroom, Illustrator, After Effect, Premiere.				
• 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				