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| RYAN NGUYEN | | | |
| [**Website**](https://ryannguyen.dev/) | [**GitHub**](https://github.com/Th-nguyen-Dev) | [**LinkedIn**](https://www.linkedin.com/in/hung-nguyen-dev/) | [**Behance**](https://www.behance.net/ryannguyen35) |
| 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. ProjectPortfolio Website With Three.Js Intergration  * Created an interactive, responsive, and realistic 3D Earth using React Three Fiber, and custom WebGL shaders. * Created an intuitive, modular and smooth User Interface with Shadcn/ui, React, GSAP, Tailwind, and Redux.  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.  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.  ExperienceMotion 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 Bellevue College, WA 2023 – 2024   * Designed and edited newsletters for the Computer Science Department, and Computer Science Student Advisory Board. | | | Education  AA in Computer Science  Edmonds College  WA | 2020 – 2023  BS in Computer Science  Bellevue College  WA | 2023 - 2025 |
| 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. Languages C, C++, C#, Java, Python, ANTLR, SQL, HTML, CSS, JavaScript. Framework Web Development: React, Three.js, WebGL, React Three Fiber, Tailwind CSS, Shadcn/ui, Redux, Qt6, GSA.  Build Tools: Gradle, Maven, Vite, Cmake, Unity  Design Tools: Adobe Photoshop, Lightroom, Illustrator, After Effect, Premiere. |