|  |
| --- |
| Ryan Nguyen |

Website: <https://ryannguyen.dev/>

LinkedIn: <https://www.linkedin.com/in/hung-nguyen-dev/>

GitHub: <https://github.com/Th-nguyen-Dev>

Behance: <https://www.behance.net/ryannguyen35>

Email: th.nguyen.developer@gmail.com

# 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.  
  
Test Test Test Again

# Skills & Language

# **Skills:** Algorithms & Data Structures, Database Management, Software Engineering, UI/UX Design, Full-stack Programming, Graphic Programming, Machine Learning, Test-driven Development, 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

|  |  |
| --- | --- |
|  |  |