Quan Nguyen

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EDUCATION

TRUCKEE MEADOWS COMMUNITY COLLEGE   **May 2021**
Associate of Science, Computer Science   *GPA*: 3.89

UNIVERSITY OF UTAH   **Anticipated May 2024**
Bachelor of Science, Computer Science   *GPA*: 3.66

Relevant Courses: Algorithms, Database Systems, Computer Security, Computer Vision, Computer Graphics, Computer Systems, Software Practice

EXPERIENCE

CS Teaching Assistant | University of Utah, Salt Lake City, UT: *Aug 2023 – Present*
- Helping students get a better grasp of the concept of software development-related topics.
- Grading projects and assignments, leading class labs and discussions.
- Assisting students outside of classroom hours with homework questions.

Game Development Intern | GIHOT Company, Ho Chi Minh City, Vietnam: *Jun 2022 – Aug 2022*
- Assisted the Research & Development team in developing Game Applications using Unity.
- Researched, and developed my own game application in Unity, presenting and demoing to the Company.

Student Web Assistant | Truckee Meadows Community College, Reno, NV: *Nov 2019 – Apr 2021*
- Assisted TMCC's Webmaster and Web Services staff with the ongoing maintenance of TMCC's website.
- Assisted in editing and debugging the school's E-newsletter using Adobe Dreamweaver.

PROJECTS

Music Player App (Python)
- Used external libraries (Tkinter, pygame) to develop a desktop music player application.
- Applied the doubly linked list data structure, as well as pygame.audio module to develop all the functions that a music player would have (play, pause, stop, loop, skip, backward, …).

Argar.io Game (C#, Visual Studio)
- Collaborated with another classmate to develop a real-time online, multiplayer game using the MVC architecture, with a feature of having a real-time leaderboard ranking players' best scores.
- Deployed a website using C# and HTML, CSS to display the leaderboard, as well as using SQL to store and retrieve players' scores from the database.

2D Platform Game (C#, Unity)
- Developed a Unity-based platform game with dynamic boss fights using Unity's state machine and applied colliding physics that allows the Player to stand on platforms or interact / collide with other objects in the game.

Technologies and Languages
- Python, C#, C++, Java, SQL, JavaScript, HTML, CSS
- Git, MySQL, Docker, Visual Studio, Unity, Flask, SQLite, Linux