

# Jonathan Nguyen

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## Education

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**UC Irvine** | *Irvine, CA*

September 2014 – Current

- B.S. in Computer Science

**Fremont High School** | *Sunnyvale, CA*

August 2010 – June 2014

- CSF and NHS Scholar

## Skills

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### Software Development

- Well versed with C++, C#, Java
- Basic experience with C, x86 assembly language

### Front-End Web Development

- Well versed with JavaScript, HTML, CSS

### Frameworks and Tools

- Well versed with Unity, Bootstrap, jQuery, Adobe Photoshop, Adobe Illustrator
- Basic experience with Oculus SDK

## Experience

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**Fremont High School FRC Robotics** | *Software/Media Mentor*

August 2014 – August 2016

- Guide and inspire software team by engaging them in engineering and teaching them robotics programming
- Help media team in creating designs for T-shirts, websites, and animations

**Developers' Guild** | *President*

August 2014 – June 2016

- Ensure the success of the club by coordinating meetings and events, guiding other club leadership, assisting project groups, and marketing

**E-Sports Club** | *Media Leader*

April 2015 – June 2016

- Managed branding and advertising by creating designs for T-shirts and ads

**De Anza Student Success Center** | *Writing Tutor*

April 2015 – June 2016

- Trained and certified to tutor students of all levels in reading and writing

## Projects

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**Sanctum Breach** | *Project Leader*

February 2015 – August 2015

[github.com/DevelopersGuild/zombie-ninja-attack-craft](https://github.com/DevelopersGuild/zombie-ninja-attack-craft)

- Top-down 2D action game developed using C# and Unity
- Managed a team in programming, artwork, UI, sound, and design

**Beast Land** | *Project Manager*

September 2015 – March 2016

[github.com/DevelopersGuild/Castle-Bashers](https://github.com/DevelopersGuild/Castle-Bashers)

- Arcade brawler RPG developed using C# and Unity
- Lead development of programming, artwork, UI, sound, and design

**Famine Games** | *Project Leader*

April 2016 – June 2016

[github.com/DevelopersGuild/famine-games](https://github.com/DevelopersGuild/famine-games)

- 3D online deathmatch game developed using C# and Unity

**VRoom** | *HackDavis 2016*

April 2016

[github.com/vihanchaudhry/vroom](https://github.com/vihanchaudhry/vroom)

- Virtual reality drivers ed simulator developed using C#, Unity, Oculus SDK
- 2<sup>nd</sup> Place for most technically complicated hack

### Websites

- <http://www.developersguild.io>
- <http://www.fremontrobotics.com>

April 2015  
January 2015