

Jonathan Nguyen

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Education

University of California, Irvine | *B.S. in Computer Science, Information Specialization* Spring 2018
• Relevant Coursework: Data structures, Advanced Algorithms, Machine Learning, Databases, Operating Systems, Computer Architecture, Computer Networks, Web Applications, AI

Experience

Software Engineer Intern | *Irvine, CA* Summer 2017
Cox Automotive – Kelley Blue Book

- Ported a company wide API to web to facilitate AWS migration
- Created various programs and optimized stored procedures to reduce runtime of various C# and Microsoft SQL services used by the ads services team by over 50%

Programming Officer | *Irvine, CA* Fall 2016 – Present
Video Game Development Club

- Led development of 3 video games using Unity and C# with teams of 4–6 over a year
- Mentored other teams in developing their projects and hosted programming workshops and helped maintain over 150 active members and 30 projects in the club

Software/Media Mentor | *Sunnyvale, CA* Fall 2014 – Present
Fremont High School Robotics

- Mentored software division of over 20 members by teaching them Java and guiding them in programming a robot which made it to the regional finals in Las Vegas
- Created designs for T-shirts and websites for media and public relations team

President | *Cupertino, CA* Fall 2014 – Spring 2016
Developers' Guild

- Coordinated meetings and events by organizing and delegating tasks to other officers, assisted teams on their projects, and maintained the overall success of the club
- Maintained over 100 active members, one of the most of any club at De Anza

Projects

Instanurse [React Native, Node.js, JavaScript, Firebase] Winter 2018
Finalist for “Best Medical Hack” and “Best Entrepreneurship” at HackUCI 2018

- Led development of the mobile app where hospital patients can request immediate assistance through a live feed that can be viewed by the medical staff, meant to replace the hospital remote
- Developed the patient facing side, including the UI, Node.js Server, and real time database

YOLOBOLO [Python, Flask, Semantic UI, MySQL] Spring 2017
Semi-Finalist for Butterworth Product Development Competition 2017

- A full stack web and mobile application that connects businesses to users who wish to rent out their available offices and meeting rooms
- Helped create the front end for the web application and the room reservation system

C&J&G [JavaScript, Java, Apache, jQuery, Android, MySQL] Spring 2017
Project in Web Applications and Databases

- Led development of a full stack web and mobile app where users can browse books
- Created features such as search, user authentication, pooling, reCaptcha, and scalability

VRoom [C#, Unity, Oculus] Spring 2016
Runner up for “Most Technically Complicated Hack” at HackDavis 2016

- A VR drivers ed simulator that features a driving environment, traffic, and physics
- Led and taught a team of 4 how to use Unity, and how to design and implement mechanics

Skills

Software Development: C#, C++, Java, Python
Front End Web Development: JavaScript, React, HTML5/CSS, Bootstrap
Back End Web Development: Node.js, Apache Tomcat
Game Development: Unity, Oculus
Tools and Databases: AWS, Git, Android Studio, MySQL, MicrosoftSQL, Firebase

Awards

- Dean's Honor Roll
- Grow With Google – Udacity Scholarship