



# THIEN NGUYEN

SOFTWARE ENGINEER • AUSTIN, UNITED STATES • 5597082165

## ◦ DETAILS ◦

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## ◦ SKILLS ◦

MongoDB  
MySQL  
Docker  
HTML & CSS  
Node.js  
React / Redux  
CSS  
HTML5  
Git  
JavaScript  
Typescript  
Python/Django  
Figma / Web Design  
Blender / Spline / 3d design  
R3F / ThreeJS / WebGL  
Langchain  
Firebase  
Pinecone / Supabase / VectorDB  
NextJS  
AWS  
NodeJS / ExpressJS

## ◦ HOBBIES ◦

Music Production  
Digital Art  
Creative Coding  
Prompt Engineering  
3D Design

## • PROFILE

A highly motivated, passionate, and dependable software engineer with 5 years of experience in both frontend and backend development work in both startup and corporate environments. Proficient with modern frameworks and technologies. Skilled in leading teams through innovation and modernization efforts. An innovative and creative individual that has driven efforts to improve processes and workflows of companies. Eager to apply my problem-solving skills and willingness to learn new technologies as a Software Engineer.

## • EMPLOYMENT HISTORY

### Lead Frontend Engineer at USAA, San Antonio

June 2020 — February 2023

Spearheaded the innovation team, identified and addressed critical business needs with custom-built prototypes, resulting in a 30% improvement in process efficiency.

Transformed prototypes into production-ready applications by refining requirements, establishing scopes, and managing project milestones.

Developed and maintained frontend codebase using the latest software design patterns and practices, including React, ReduxToolkit, Next.js, Javascript, Typescript, Jest, RTL.

Integrated microservices-based backend with Openshift, Kafka, Springboot, Django, ExpressJS, NodeJS, improving overall system performance.

Proactively engaged in the backend to unstick frontend development and ensure seamless integration.

### Software Engineer at Lead Sherpa, Denver

February 2019 — June 2020

Planned and executed innovative solutions using available technology and resources, resulting in a 20% increase in client satisfaction.

Collaborated with the QA team to perform E2E testing and implemented fixes that reduced bug reports by 18%.

Streamlined Agile practices and consistently improved processes and workflows, increasing productivity by 15%.

Developed frontend applications using React, Redux, NextJS while working with backend technologies such as Python Django and NodeJS.

### Software Engineer at Bixly, Fresno

February 2018 — June 2019

Acted as a flexible contractor on multiple projects, providing support for various companies and roles, resulting in a 20% faster project completion rate.

Created prototypes and designs for different product lines, leading to completed production-ready efforts for clients.

Adapted quickly to different company workflows, ensuring timely contributions and a smooth onboarding process.



## EDUCATION



### Computer Science, CSU Fresno, Fresno

September 2015 — December 2019



## PROJECTS



### Wanderstudio — Metaverse Avatar builder

Allows users to create 3d avatars and export them to be used in any metaverse platform.

Mint avatars on the Ethereum blockchain

### PersonalGPT — Personal chatbot

Implementation of a personal chatbot using chatGPT or any LLM model to answer questions with a confined set of data

The bot allows personalization by extracting data from web scraping or interaction with the Notion API with specific data

Frontend Interface and implementation with the new nextJS app directory and design patterns

### BeatBloom

Music visualizer using a generative approach breaking down song data and using algorithms to visualize music in a more creative way.

supports Spotify connect or custom audio files, the app also allows the user to use microphone as the source of audio input