



THIEN NGUYEN

SENIOR SOFTWARE ENGINEER • AUSTIN, UNITED STATES • 5597082165

◦ DETAILS ◦

Austin
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◦ SKILLS ◦

JavaScript/Typescript
React / Redux / Jotai
NodeJS / ExpressJS
React Three Fiber (R3F)
ThreeJS / WebGL
NextJS
Python/Django
Langchain
Pinecone / Supabase / VectorDB
Figma / Web Design
Blender / Spline / 3d design
Web3
MongoDB
MySQL
Docker
HTML & CSS
Git
Firebase
AWS
VueJS
Kubernetes

◦ HOBBIES ◦

Music Production
Digital Art
Creative Coding
Prompt Engineering
3D Design

• PROFILE

An avid Creative Technologist operating at the Intersection of Art and AI, I bring a fresh, unique perspective to software engineering with 5 years of experience. Much like the creation of art, my coding process involves breathing life into an idea, designing and crafting with meticulous care. I take pride in leading teams through innovative endeavors in startup and corporate environments alike, always pushing for process improvement and modernization. I believe, "Great software, like great art, is never finished—only abandoned." Hence, I am consistently driven to learn, adapt and reinvent in this ever-evolving tech space. As an innovative software engineer, I remain eager to leverage my problem-solving skills and am continually ready to embrace new technologies and craft solutions that inspire and captivate.

• 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