ANDREW NGUYEN

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EDUCATION

Santa Clara University

M.S., Software Engineering, '20
Front-End Development | **GPA: 4.0**

B.S., Computer Engineering,'19
Back-End Development

HONORS/AWARDS

Dean's List *(2016-2018)*
Magna Cum Laude
Distinguished First-Year Student

RELEVANT COURSEWORK

Graduate

Truth, Deduction, & Computation
Formal Methods in Sofware Engineering
Law, Tech, & Intellectual Property
Project Management

Undergraduate

OO Programming
Adv. Data Structures
Algorithms
Database Management Systems
Progamming Languages
Statistics & Probability
Software Engineering
Computer Networks
Web User Interface and Experience
Operating Systems
Computer Architecture
Compilers

SKILLS

Languages

JavaScript/TypeScript, C/C++, PL/SQL,
Java, Python, PHP, React-Native

Framworks/Libraries

Vue, React, Angular, React-Nativem,
NumPy, Pandas, Node, SciPy, SciKit,
TensorFlow, Ext, JSZip, FileSaver

WORK EXPERIENCE

Software Engineer Intern-Identity   *06/19-Current*

Microsoft   Redmond, WA
- ***Worked directly on the 3rd Party AAD App Registration Product***
- Developed a quickstart automatic application registration configuration feature, allowing users to seamlessly configure their application with MS Single-Sign-On Identity Platform
- Resolved 10+ different browser support issues with web workers to ensure product quality for B2C customers
- Increase customer feedback response for the new Authentication blade experience by implementing new UI changes
- Implemented telemtry tracking to collect and run A/B test queries and analytics to improve the user experience

Software Engineer Intern-Security   *09/18 - 03/19*

Forcepoint   Santa Clara, CA
- Implemented a reliable UI to display threat and log reports, improving readability and core functional requirements
- Developed automated testing, significantly improving testing speed from minutes to seconds
- Utilized parallel programming to parse, pipeline, and detect malicious activity from user logs

Software Engineer Intern   *06/18 - 09/18*

Fujtsu   Sunnyvale, CA
- Implemented an intelligence logging algorithm using supervised learning to efficiently filter logs
- Developed a Front-End UI with Ext.Js and Cassandra for users to easily access the log information in seconds
- Created a syntax highlighting engine to color, highlight, and emphasize important texts in logs, increasing user experience

PROJECTS

Optimal Itinerary Generator [REACT-NATIVE]   *06/18 - 06/19*

Senior Design Project
- Developed a mobile application that produces an optimal itinerary given a list of attrations, considering travel time and time spent at each attraction.
- Utilized Google Distance Matrix API and Foursquare API

C Compiler [C++/Assembly]   *04/19 - 06/19*

- Developed a Simple C Compiler that parses and tokenizes C code, performs lexical analysis, parsing of ambiguous grammar, type checking, scoping, and translation to assembly code
- Generates asembly code for function parameters, global, and local variables with proper storage allocation and deallocation
- Compatible with integer, long, string, void and structure data types