ALEX NGUYEN

San Jose, CA · (408) 478-0057 · alexdmnguyen@gmail.com · www.linkedin.com/in/alexander-dm-nguyen ·
Portfolio Site: https://alexdmnguyen.onrender.com/

OBJECTIVE

Seeking an entry-level/internship software engineer role to leverage my experience in development, testing, and problem-solving, with a focus on creating dynamic and interactive software solutions.

EDUCATION

University of California, Santa Cruz   *June 2023*
B.S. Computer Science: Computer Game Design

Relevant Coursework:

Data Structures & Algorithms, Computer Systems & Assembly Language, Game Development Experience, Game Design Experience, Algorithmic Music for Games, Game Graphics & Real-Time Rendering, Advanced Programming, Introduction to Computer Graphics, Web Applications

SKILLS

Programming Languages: Python, JavaScript, HTML, CSS, React, C++, Java, C#, MIPS, Go
Technologies/Tools: Unity, WebGL, Three.js, Visual Studio Code, Git, GitHub
Other: Adobe Photoshop, Illustrator, After Effects, Sony Vegas Pro, Communication, Video Editing

PROJECTS

Pickle Score

Mobile app built with React Native and Expo for tracking pickleball games. Includes real-time scoring, automatic serve logic, audible announcements, and customizable themes and team names.
Tools: React Native, Expo, JavaScript

Spinify - Your Music, Your Vinyl

Developed and deployed a mock e-commerce website using Python, Django, and the Spotify API to display users' top songs and albums as vinyl records. Implemented cart, checkout, and order history features to enhance user experience.
Tools: Python, Django, Spotify API, HTML, CSS

Manifestival - Spotify Music Festival Lineup Generator

Built a web application that generates personalized music festival lineups using the Spotify API. Created a dynamic poster visualization and enabled users to explore top artists and songs from different time periods.
Tools: HTML, CSS, JavaScript, Spotify API

To-Do List Website

Developed a task management website with features for task creation, editing, deletion, and search functionality. Integrated user registration and authentication to support multiple users.
Tools: Python, Django, HTML, CSS

Untitled Parkour Game

Led the development of a 3D multiplayer first-person parkour platformer using Unity and C#, with mechanics inspired by *Mirror's Edge* and *Titanfall 2*. Collaborated with 8 teammates over three quarters at UCSC to implement dynamic UI, multiplayer maps, and advanced movement mechanics.
Tools: Unity, C#, FMOD, Blender

Discord Restock Bot

Built a Python-based Discord bot that uses web scraping to track and send notifications for restocked tech products.
Tools: Python, BeautifulSoup, Discord API

Twitch Chat Bot

Developed a custom Twitch chat bot using the TwitchIO library to enable interaction with users in real time during streams.
Tools: Python, TwitchIO

EXPERIENCE

Host/Food Runner/Server – *Shabuya, Milpitas, CA*   *2021-2024*
Improved multitasking and communication skills by managing customer service in a fast-paced environment alongside a collaborative team.

Basketball Sports Coach – *Legarza Sports, San Jose, CA*   *June 2019*
Developed leadership and teamwork skills by coaching children to enhance individual and group performance.

Cabin Leader – *Walden West Science Camp, Saratoga, CA*   *April 2017*
Led a group of students in educational and recreational activities, strengthening leadership and problem-solving abilities.