

ALEX NGUYEN

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Portfolio: <https://alexdmnguyen.onrender.com/>

Junior Full-Stack Developer | QA & Technical Support Specialist | Problem Solver

Recent Computer Science graduate and hands-on developer with experience building full-stack apps and supporting users through technical challenges. Skilled in React, Node.js, Python, and troubleshooting APIs and user issues. Eager to contribute in development, QA testing, debugging, or technical support roles at growing tech companies.

EDUCATION

University of California, Santa Cruz

B.S. Computer Science: Computer Game Design — June 2023

Relevant Coursework: Data Structures & Algorithms, Web Applications, Game Development, Game Design, Real-Time Rendering

TECHNICAL SKILLS

Programming: JavaScript, TypeScript, Python, HTML, CSS, React, React Native, Node.js, Django, SQL (basic), Firebase

Tools & Technologies: Next.js, Expo, Git, GitHub, REST APIs, Figma, Unity, C#

Other: Troubleshooting, Manual Testing, Responsive Design, Communication, Problem-Solving, Customer Support, Adobe Photoshop

PROJECTS

Pickle Score (React Native Mobile App)

- Built and deployed a mobile scorekeeping app for pickleball using **React Native** and **Expo**, supporting real-time scoring and automatic serve logic.
- Enhanced user experience with audible score announcements and customizable themes.
- Performed QA testing, manual testing, and troubleshooting to ensure cross-device functionality and responsiveness.

Spinify - Your Music, Your Vinyl (Full Stack Web App)

- Developed a mock e-commerce site using **Python**, **Django**, and **Spotify API**, integrating cart, checkout, and order history features.
- Managed user authentication and dynamic data handling for a seamless customer experience.
- Debugged API integration issues and resolved user-side data errors to improve app reliability and usability.

Manifestival - Spotify Music Festival Lineup Generator

- Built an interactive web app using **JavaScript**, **HTML/CSS**, and the **Spotify API** to generate personalized festival lineups.
- Created dynamic poster visualizations and filters to explore top artists across different time ranges.

To-Do List Website (Full Stack)

- Developed a multi-user task management site using **Python**, **Django**, **HTML**, and **CSS** with features for task creation, editing, and search. Integrated secure user registration and authentication, enabling personalized task tracking for multiple users.

Untitled Parkour Game (Unity 3D Multiplayer)

- Led development of a 3D multiplayer first-person parkour game using **Unity** and **C#**, inspired by *Mirror's Edge* and *Titanfall 2*.
- Collaborated with 8 teammates over 9 months to implement dynamic UI, advanced movement mechanics, and networked multiplayer maps.

PROFESSIONAL EXPERIENCE

Server/Host

Shabuya, Milpitas, CA — 2021-2025

- Delivered excellent customer service in a fast-paced, high-volume environment while managing requests and coordinating with staff.
- Operated Toast POS system and handled technology issues, ensuring smooth workflow and accurate transactions. Managed peak-hour pressure while maintaining attention to detail and customer satisfaction.