

# ALEX NGUYEN

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## 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

### Spinify - Your Music, Your Vinyl

June 2024

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

January 2024

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

November 2023

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

June 2023

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

### 3D World

May 2023

Created an immersive 3D scene with WebGL and Three.js, designing complex 3D models, lighting, and dynamic camera systems for an interactive experience.

**Tools:** WebGL, Three.js, JavaScript

### Discord Restock Bot

July 2022

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

June 2022

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.