Anh (Allen) **Nguyen**

Fifth-Year Computer Engineering Co-op Student · University of British Columbia

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Education

University of British Columbia (UBC) *Vancouver, BC*

Bachelor of Applied Science in Computer Engineering *Expected Graduation: Dec 2024*

- CGPA: 3.85, Dean's List recipient
- Co-op: Available for 4-16 months starting May 2024
- Relevant coursework: Data Structures and Algorithms, Object-Oriented Programming, Software Engineering and Construction, Applied Machine Learning, Web Applications, Relational Databases, Operating Systems

Experience

Voronoi Health Analytics Inc. *Vancouver, BC*

Software Engineer Co-op *Sept. 2023 - Dec. 2023*

- Resolved 25 **GitLab** tickets of medical image processing software resulting in 2 timely major software releases and improved functionality, output visualization, and QA using **C++**, **Python** and **Electron** complete with user documentation
- Deployed and refactored 20% of **C++** and **Qt** codebase with an Agile team to increase scalability and developer experience

British Columbia Investment Management Corporation (BCI) *Victoria, BC*

Software Engineer Co-op *Sept. 2022 - Dec. 2022*

- Created full-stack web application to improve internal work efficiency by 30% using **HTML**, **Bootstrap**, and **JavaScript**
- Formulated a relational database on **SQL Server** to catalog dynamic info on over 250 tasks in investment management software
- Performed exploratory data analysis on over 10000 data entries in XML and Excel format to be stored in database using **Python** and **pandas**
- Tracked project issues, organized workflow, and maintained code documentation as part of Agile team using **Jira** and **Confluence**

Zen Maker Lab *North Vancouver, BC*

Engineering Projects Instructor *Jan. 2022 - Aug. 2022*

- Delivered on-site STEM classes focused on engineering and coding across 20 schools to over 150 students in Metro Vancouver area
- Launched a 30 hour long educational summer camp on web design and development with **HTML**, **CSS**, and **JavaScript**
- Educated students on computer science fundamentals with **Unity** game development and **Arduino** robotics

UBC WasteNauts *Vancouver, BC*

Renewable Energy Team Lead *May 2021 - May 2022*

- Designed and created a sustainably-built floor tile that harvests piezoelectricity from foot traffic
- Managed a team of 6 engineering students to conduct research and perform prototype development using standard lab equipment
- Modeled 10 different 3D prototypes on SolidWorks and executed rigorous laboratory tests to identify the ideal physical prototypes
- Constructed detailed technical reports on engineering design and presented it to fellow team members and environmental researchers

Projects

University of Calgary Chinese Students' Society Website (Web App) *Vancouver, BC*

Source Code - ReactJS, JavaScript, TailwindCSS, Chakra UI, Netlify *Aug. 2023 - Present*

- Develop a website to display information regarding club events, member/executive recruitment, and community engagement resources
- Built an intuitive user interface using **React** and **JavaScript** for seamless navigation and custom component modularity
- Employed UI/UX design with **TailwindCSS** and **Chakra UI** to ensure consistent styling and responsiveness across various devices
- Deployed the website with **Netlify** and **Google Domains** to increase SEO and view analytical trends

ClosetGenie (Mobile App) *Vancouver, BC*

Source Code - React Native, JavaScript, Figma, Expo, TailwindCSS *Jan. 2023 - Apr. 2023*

- Design a interactive frontend using **Figma** prototypes and mockups based on custom design specifications and requirements
- Construct reusable **React Native** components for a responsive IOS/Android app on **Expo** and add styling with **TailwindCSS** framework
- Integrated REST API endpoints from the backend to retrieve and send data to the cloud with **JavaScript**

SeeKicks (Machine Learning Project) *Vancouver, BC*

Source Code - Python, PyTorch, Google Colab, Streamlit, Heroku *Feb. 2021 - Apr. 2021*

- Implemented a machine learning image recognition app that identifies over 850 sneaker models with 98% accuracy
- Tested and trained a **PyTorch** convolutional neural network model with an manipulated dataset of 50 000 images using **Python**
- Deployed the web application using **Heroku** and used **Streamlit** to construct the UI

Skills

Languages	JavaScript, TypeScript, Python, Java, C/C++, HTML/CSS, SQL, R, Verilog, ARM Assembly
Developer Tools	Git/GitHub, Linux/Unix, Jira, Confluence, VS Code, Eclipse, IntelliJ, SQL Server, MongoDB
Frameworks/Libraries	Node.js, React, React Native, Express.js, Bootstrap, Tailwind CSS, PyTorch, pandas, scikit-learn, NumPy