

# Alvin Nguyen

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## Education

### University of Washington Tacoma

BACHELORS OF SCIENCE IN COMPUTER SCIENCE AND SYSTEMS

GPA: 3.18

Tacoma, WA

Graduation date of June 2018

## Work Experience

### Coding With Kids

INSTRUCTOR

- Teach students how to use Python and Scratch to code and make games
- Incorporate computer science fundamentals in lessons

Redmond, WA

October 2017 – Present

### University of Washington Tacoma - Institute of Technology

UNDERGRADUATE TEACHING ASSISTANT

- Lead and assist students in a 2 hour labs every Friday in TCSS 142 Introduction to Programming
- Mentor students during office hours and grade assignments

Tacoma, WA

January 2018 – Present

### University of Washington Tacoma - Institute of Technology

GRADER

- Grade assignments in Assembly and C for TCSS 371 Machine Organization

Tacoma, WA

January 2018 – Present

## Skills and Technologies

**Programming Languages:** Java(3+ years), C, Python, Javascript, NodeJS, PHP, MySQL

**Operating Systems:** Unix/Linux, Windows, OS X, Android

**Version Control:** Git, SVN

**Database:** MariaDB, MongoDB

**Realtime web apps:** NodeJS, Socket.IO, Dgram

**Mathematics:** Algorithms Design and Complexity Analysis, Discrete Structures, Relational Algebra, Statistics

## Projects

### Dodgeball Fighter Game

DODGEBALL FIGHTING GAME INSPIRED BY LETHAL LEAGUE. ON A TEAM OF 4, I DESIGNED CLIENT SERVER INTERACTION AND IMPLEMENTED CORE FEATURES OF GAME PLAY MECHANICS IN JAVASCRIPT AND NODEJS.

JavaScript, NodeJS, Git, Socket.IO,  
Dgram, HTML, CSS

<https://github.com/csHourglass/BallsOfFury>

### SliderPuzzle

I LEAD A TEAM OF 4 IN CREATING A SLIDER PUZZLE GAME AT A HACKATHON. I DESIGNED CLASS HIERARCHY AND INTERACTION ACCORDING TO MVC DESIGN PATTERNS AND WORKED ON THE MODEL AND CONTROLLER ASPECTS.

Java, Swing, Git

<https://github.com/alveeno/sliderpuzzle>

### LC-3 Simulator

USING C, I CREATED A SIMULATION OF LC-3, A COMPUTER PROGRAMMABLE IN ASSEMBLY LANGUAGE

C, Assembly, LC3

<https://github.com/alveeno/LC3Sim>

### eMarketplace System

SIMULATION OF AN eMARKETPLACE SYSTEM WITH SELLER AND BUYER GRAPHICAL USER INTERFACES (GUI). TRANSACTIONS AND RECORDS ARE STORED ON A DATABASE AND USING PHP AND MYSQL, INFORMATION CAN BE CREATED, READ, UPDATED, AND DELETED (CRUD) FROM THE DATABASE.

MySQL, MariaDB, PHP

<https://github.com/alveeno/emarket>

## Activities and Awards

DEAN'S LIST (MULTIPLE QUARTERS), HUSCII PROGRAMMING CLUB, ACM-ICPC INTERNATIONAL COLLEGIATE PROGRAMMING COMPETITION