

Andrew Nguyen

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Education

University of Oklahoma

B.S. Computer Engineering

May 2020

Norman, OK

Experience

General Motors

Software Developer

Nov. 2020 – Apr. 2023

Austin, TX

- › Developed Java Spring Boot applications to enhance critical systems
- › Created responsive user interfaces using React, improving web application usability
- › Utilized agile methodologies and version control systems for efficient software development
- › Conducted thorough testing and optimization to deliver high-quality software solutions

Advanced Micro Devices

Co-op Debug Engineer

Jan. 2018 – May 2018

Austin, TX

- › Developed and implemented customized debug tools to enhance the efficiency of complex issue analysis
- › Utilized JTAG tools to collect and validate hardware data, streamlining processes
- › Optimized design validation and debugging, reducing time-to-market

Best Buy

Geek Squad Advanced Repair Agent

Apr. 2015 – Oct. 2020

Oklahoma City, OK

- › Troubleshoot and resolve hardware, software, and network issues with a 100% success rate

University of Oklahoma

IT Services Specialist

Apr. 2016 – Sept. 2017

Norman, OK

- › Provided walk-in and remote phone support for hardware, software, network, and account issues

Projects

Pathfinder Visualizer

- › Application to help users visualize pathfinding algorithms like Breadth-First Search, Depth-First Search, Dijkstra's, and A*
- › With an interactive grid, users can add walls and observe algorithms in action
- › Created with React and styling with Material UI

Full Stack Finance Dashboard

- › Interactive finance dashboard app incorporating machine learning predictions
- › UI is built on React and TypeScript with Redux Toolkit for state management, Material UI, and Recharts
- › Backend environment is powered by Node.js, Express.js, and MongoDB

Eye Blink Controlled Keyboard

- › Application that used a webcam camera to detect when a user would blink and used the inputs to type with only eye blinks
- › Created with Python programming language and OpenCV/Dlib libraries for video processing and face landmarks

Skills

Software/Programming Languages MATLAB, Multisim, Eagle, Java, C++, Python, Visual Basic, HTML, CSS, JavaScript, React, React Native, TypeScript, Tailwind CSS