## **Andrew Hong Nguyen**

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**EDUCATION** 

**University of California: San Diego** 

B.S in Mathematics and Computer Science

GPA: 3.2

**Expected June 2018** 

**SKILLS** 

Languages: JavaScript, C++, Java, MySQL, JSX, HTML Tools: GitHub, MATLAB, Node.js, Unity, react-native

Operating systems: Windows, Linux

**PROJECTS** 

My Website: andrewhongnguyen.github.io/

Dec 2017 to Jan 2018

HTML, CSS, JavaScript

• Mainly functions as a blog about myself.

GardensGrow

**Sept 2016 to July 2017** 

C#, Unity2D

- Developed the save states and about 60% of the plants in a plants-vs-zombie-like RPG.
- Contributed to the design of 40% of the boss fights and 75% of the dungeons.
- Developed in a group of about 20 people in the Game Development Studio at UCSD.

Polo Sept 2017 to Dec 2017

React-native, ISX

- Contributed extensively to the front-end of a spontaneous event-finder ios/android application for a course project with 10 other people.
- Was responsible for integrating the various screens/flows into a single application

Decoded Health March 2017

*JavaScript* 

• Made a chrome extension that acted as a page scraper to parse one's genetic info from 23andme.com for a personalized health fitness app for HealthHacks.

## RELEVANT COURSES

Object-Oriented Programming (Java)

Principles of Computer Operating Systems (Java)

Computer Organization and Systems Programming (C and SPARC assembly)

Advanced Data Structures(C++)

Design and Analysis of Algorithms(C++)

Theory of Computability

**Elements of Complex Analysis**