Andrew Hong Nguyen

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OBJECTIVE

To obtain full-time opportunity as a software engineer where I can exceed expectations and produce results.

EDUCATION

B.S in Mathematics and Computer Science   2015-2018

University of California: San Diego

GPA: 3.2

SKILLS

Languages: JavaScript, C++, Java, MySQL, JSX, HTML
Tools: Git, Vim, MATLAB, Node.js, react-native
Operating systems: Windows, Linux

PROJECTS

GardensGrow
- ❖ Worked on game design, mechanics, and save states in a plants-vs-zombie-like RPG with the Game Development Studio at UCSD.
- ❖ Developed with C# using Microsoft Visual Studio and Unity2D.

Polo
- ❖ Contributed extensively to the front-end for a spontaneous event-finder ios/android application for a course project with 10 other people.
- ❖ Developed using react-native, JSX, and MongoDB

Decoded Health
- ❖ Made a chrome extension in JavaScript that parsed one's genetic info from 23andme.com for a personalized health fitness app at a hackathon.

Find Anagrams
- ❖ Wrote a program that outputs anagrams of inputted words from a dictionary file.
- ❖ Written in C and SPARC architecture assembly using vim.