

Andy Nguyen

Software Engineer

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EDUCATION

University of California, Irvine

June 2023

Bachelor of Science, Computer Science

Irvine, CA

- **Courses:** Object Oriented Programming, Data Structures & Algorithms, Project in AI, System Design, Database Management, Machine Learning, Information Retrieval, Operating Systems, Computer Graphics
- UCI eSports Scholarship Recipient

WORK EXPERIENCE

Bejewelled Baby

Nov. 2023 – Present

Software Engineer

Westminster, CA

- Developed PowerBI-like data visualization and data management service to financially report 6000+ sales.
- Documented software functionality and design, frequently updating for cross-functional team accessibility.
- Monitored and tested systems to ensure fault-tolerant, scalable, and state-of-the-art business softwares.

Logitech

Sept. 2022 – Dec. 2022

Software Engineer Intern

Irvine, CA

- Deployed internal system to automate end to end production management with Node.js and JavaScript.
 - Improved productivity of Sales and Production team by 22%, reducing 15% of manual work.
- Optimized API calls and structure to speed up query times by 35% with integration of API caching.
- Designed and documented production tracking app using Java, Swift, and Google Sheets' RESTful API.
- Developed modular scripts in JavaScript to process 25,000+ data into quality assurance pivot graphs.

A.Clipz

Aug. 2018 – Jan. 2020

CEO and Barber

Irvine, CA

- Strengthened customer retention by 38% through analysis of business data collected from **React** website.

SKILLS

Languages: C++, C, Python, Java, JavaScript, HTML/CSS, SQL, Assembly, Swift

Tools: UE5, Unity, Git, Node.js, npm, React, Redux, MS Office, VS Code, Eclipse, TensorFlow, pyTorch

PROJECTS

Digit Recognizer AI - C++

- Built a Neural Network trained on 28,000 gray-scale images of hand-drawn digits, resulting in a 92% accuracy.
- Implemented sigmoid function to allow more complex decision boundaries with cost function and gradient descent for AI learning.

Search Engine – Python

- Created a search engine that handles 10,000+ HTML pages, retrieving top 5 tf-idf results from parsed query in under 100ms following industry standard techniques such as: Google PageRank.
- Utilized BeautifulSoup for HTML parsing and coded a polite web crawler that avoids dead websites, infinite traps, and similar/low information websites.

Shell System - C

- Developed shell client and server that remotely communicates with each other to manipulate directories using send(), recv(), and inet.h functionalities.
- Tested server with multi-threaded clients that connects to a host and port, ensuring 0% error with distributed-client handling.