

ANDY NGUYEN

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PROFESSIONAL EXPERIENCE

Logitech

Sep 2022 - Dec 2022

Software Engineer Intern

Irvine, CA

- Troubleshooted Ultimate Ears' high latency database, integrated a system of automated scripts to decentralize the purposes of the database, and documented my system's optimization and efficiencies versus other options.
- Mitigated recurrent inaccuracies in financial reports by 32% through designing and documenting a Javascript micro-system that parses and visualizes data from a database of over 50,000 orders.
- Developed and maintained QR generator app on CI/CD pipeline for laboratory cross-functional teams to address overuse of paper for order processing, communicating a 24% ROI to executives and managerial teams.
- Collaborated twice-weekly with teams to gather issues with their database, and presented project summary with CFO.
- Performed duties Sales Lead and Quality Assurance Manager requested of me by organizing my time efficiently.

A.Clipz Barber

Sep 2018 - Mar 2020

Independent Barber and Software Developer

Irvine, CA

- Implemented parsing script on Google user survey data that categorizes client opinions for useful monthly metrics.

PROJECTS

Shell Client/Server Communication Project

Mar 2023 - June 2023

C, C Standard Library

bit.ly/3wSgKCC

- Developed a shell server which handles live requests from clients such as: download, upload, directory size check, and essential shell functions.
- Tested server performance and multiple client traps through carefully crafted unit tests, achieving a 0% error.
- Designed responsive shell client which can connect to server to perform various actions, allowing for seamless remote data transfers from different machines..

Toxic Comment Recognition AI

Sep 2022 - Dec 2022

Python, Pandas, NumPy, scikit-learn, TensorFlow

bit.ly/3R2sWH0

- Engineered and debugged a Recurrent Neural Network (RNN), Linear Classifier, and Chain Classifier to train on a dataset of 159,000 toxic comments, documenting AI's natural language processing abilities.
- Experimented with dataset size and dataset ratio to strength hypotheses about classifiers, analyzing classifiers' accuracies benefited from a larger nontoxic to smaller toxic ratio dataset.
- Analyzed general, false positive, and false negative accuracies across 6 toxic labels, comparing results with published NLP research.

Search Engine

Mar 2022 - June 2022

Python, Python Standard Library

bit.ly/47zGT6o

- Deployed a web crawler that periodically scraps 10,000+ URLs, avoiding traps to create an inverted index stored locally.
- Implemented tf-idf and Google's PageRank algorithm to efficiently identify the top 10 results in under 50 ms.
- Managed team in Agile and Scrum-based development to systematically eliminate bugs, controlling versions with Git.

EDUCATION

University of California, Irvine

Graduated June 2023

Bachelor of Science in Computer Science

Courses: Computer Networks, AI Pathfinding Algorithms, System Design, SQL/Query Language, Design & Analysis of Algorithms, Data Mining, Machine Learning, Computer Graphics, Assembly Languages, Information Retrieval, Operating Systems, Project in AI, Graph Models Algorithms, Programming in C++, Comp of Photo & Vision, Object Oriented Programming, Data Structures and Management

SKILLS

Languages: C#, Java, C++, Python, C, Javascript, HTML

Technologies: AWS Technologies, C2S, Tableau, Linux, SQL, Visual Studio, Powershell, Microsoft Office

Frameworks: Git, GraphQL, RESTful APIs, Maven, Jest Testing, Dockers, Kubernetes, React