ANGELA NGUYEN | Full Stack Engineer

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SUMMARY

- Full Stack Engineer with around 7 years of experience building scalable, high-performance web applications across fintech
  and the edtech industries.
- Proficient in **Angular (v8 to v19)**, **TypeScript**, and **JavaScript**, leveraging Angular **Signals** and modular architectures to create responsive, maintainable front-end systems.
- Experienced in **microfrontend design**, enabling modular development, independent deployments, and scalable applications.
- Skilled in backend development using **Python**, **Java, Node.js**, **Express**, and **RESTful APIs**, with experience integrating **microservices** and **cloud-based infrastructures** with **AWS**.
- Strong expertise in **state management** with **NgRx** and **RxJS** to deliver reactive, data-driven user experiences.
- Focused on performance optimization, including **lazy loading**, **code splitting**, and **bundle management** to enhance application speed and responsiveness.
- Knowledgeable in database technologies, including both **SQL (PostgreSQL)** and **NoSQL (MongoDB)**.
- Proficient with cloud platforms such as **AWS**, with experience deploying scalable, distributed applications.
- Experienced with **Git**, GitHub, and Git-based workflows (branching strategies, pull requests, code reviews, release management).
- Hands-on experience with **CI/CD pipelines**, code reviews, **Agile** methodologies, and DevOps practices for continuous delivery.
- Advocate for clean architecture and **TDD**, ensuring maintainable, production-ready solutions.
- Collaborative and communicative team member, bridging UX design, backend systems, and product strategy to deliver cohesive, user-centered solutions.

TECHNICAL SKILLS

- **Front-End:** HTML, CSS, SCSS, JavaScript, TypeScript, Angular (v8+), Angular Signals, RxJS, NgRx, Microfrontends, Responsive Design, Web Accessibility (WCAG)
- **Back-End:** Python, Node.js, Express.js, RESTful APIs, GraphQL, Java, SQL
- **Databases:** PostgreSQL, MySQL, MongoDB
- **DevOps & CI/CD:** Git, GitHub, Docker, AWS

PROFESSIONAL EXPERIENCE

Coursera – Internal Admin Manager Platform (CAMP)   *August 2023 - Present*

Full Stack Engineer

Project Overview: Contributed to **CAMP**, Coursera's internal operations platform built on Angular-based microfrontends, enabling scalable tools for analytics, reporting, and performance insights across content, partners, and user behavior.

- Built and scaled **Angular (v16+) microfrontend applications** using standalone components, **Signals**, and **RxJS** to deliver high-performance analytics and reporting tools across Coursera's internal platform.
- **Owned major features within the Analytics & Reporting microfrontend**, supporting operational teams with high-visibility dashboards and insights.
- Developed **Course Performance Metrics dashboards**, surfacing KPIs such as course traffic, engagement levels, quiz/assignment performance, and drop-off patterns.
- Utilized **Angular Signals, standalone components, and reusable shared UI components** to streamline reactivity and reduce boilerplate across microfrontends.
- Architected scalable **NgRx store slices, selectors, and effects** to maintain data consistency across

independently deployed reporting modules.

- Improved performance through **lazy-loaded routes**, dynamic shell routing, and caching techniques to reduce API load and accelerate dashboard rendering.
- Maintained **Node.js/Express backend services** supporting analytics data pipelines, including routing, validation, middleware, and internal microservice integrations.
- Designed and optimized **PostgreSQL queries and aggregation logic** to prepare operational datasets for high-volume dashboard consumption.
- Ensured reliability and stability using **Jasmine unit tests**, and **accessibility (WCAG)** best practices.
- Collaborated closely with backend teams to define data contracts, caching strategies, and performance improvements for analytics workflows.

BillGo – Payment Logs Dashboard   *September 2020 – June 2023*
Full Stack Engineer

Project Overview: Built and maintained a **Payment Logs Dashboard** that provided users with detailed visibility into past and ongoing transactions, including status tracking, timestamps, and error reporting.

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- Developed reusable UI components using **reusable Angular components, TypeScript, HTML5, and CSS3**, ensuring accessibility and consistent design across the BillGo platform.
- Integrated **Angular services** with **RESTful APIs** and backend microservices to fetch, transform, and display real-time payment activity and error states.
- Collaborated with product and UX teams to design intuitive filtering, sorting, and search features, enabling users to quickly locate transaction records.
- Partnered with QA and backend teams to diagnose and surface API-level errors directly in the interface, improving issue resolution time for support teams.

Qrails – Account Management Dashboard   *December 2018 – May 2020*
Front-end Engineering Intern

- Assisted in building and refining features for Qrails' **Account Management Dashboard**, a web interface for viewing and managing customer payment accounts.
- Implemented and styled reusable interface components using **HTML5, CSS3, and JavaScript**, ensuring layouts matched design mockups and remained responsive across devices.
- Helped identify and fix front-end performance issues, such as slow-rendering tables and large image assets, improving overall page responsiveness.
- Collaborated with designers to enhance **form validation and accessibility** (WCAG 2.1 standards), improving the usability of customer onboarding workflows.
- Participated in **daily stand-ups, code reviews, and sprint retrospectives**, gaining hands-on experience with Agile development practices.

ADDITIONAL PROJECTS

Angular Nitrogen Cycle Game

- Collaborated with the University Corporation for Atmospheric Research (UCAR) to design and deploy an educational web-based game simulating the nitrogen cycle for students.
- Built the front-end using Angular, implementing component-based architecture, data binding, and state management for interactive gameplay.
- Tech Used: Angular, TypeScript, SCSS, NgRx (for multi-language support), RxJS, responsive design.

EDUCATION

University of Colorado, Boulder
 Bachelor of Science, Computer Science, School of Engineering   GPA: *3.7/4*