

# Anh Khoi Nguyen

(438)-509-5803 | [anhkhoi5803@gmail.com](mailto:anhkhoi5803@gmail.com) | <https://www.linkedin.com/in/anhkhoi5803/> | [github.com/anhkhoi5803](https://github.com/anhkhoi5803)

## EDUCATION & CERTIFICATION

### Lasalle College

Montreal, QC

Diploma of College Studies(DEC) in Computer Science

Aug 2021 – May 2024

- **Relevant Courses:** Algorithm and Programming, Data Structure, Database I/II, Advanced Object-Oriented Programming, Web Client Development, Web Server Development I/II

## EXPERIENCE

### Developer Internship

DevXpress

Montreal, QC

May 2024 – Now

- **Worked in a team** to integrate different **APIs(OpenAPI, Twilio, and, Calendly)** into existing software applications to enhance functionality and user experience.
- Designed and implemented **CI/CD** pipeline to improve code quality and reduce deployment time.
- Actively participated in daily **SCRUM** meetings, contributing to sprint planning, backlog grooming, and retrospective sessions.
- Refactored code to incorporate a different library, improving performance and maintainability of the project.
- Implemented **Retrieval-Augmented Generation (RAG)** to enhance the system's information retrieval and generation capabilities.
- Wrote **tests** using **Pytest** and **xUnit** and **debugged** to ensure the functionalities of the application work as intended

## PROJECTS

### Codenames Game | Java, Java Spring, Sqlite

Apr 2024

- Worked with a team to make the popular boardgame Codenames as a desktop application
- **Integrated database** functionality for **storage of game information and player profiles**.
- Used Java Spring GUI to make the game UI based on designs from Figma.
- Implemented **SOLID** principles.

### Chess Game Development | C#, MonoGame, Nez Framework, MongoDB

Dec 2023

- Implemented single-player, multiplayer, and play versus AI modes for a comprehensive gaming experience.
- **Utilized the Minimax algorithm** to create an **intelligent AI opponent**.
- **Integrated database** functionality for **secure storage of player information, profiles, and scores**.
- Developed using open source libraries (MonoGame and Nez Framework).

### Property Management Website | C#, .NET, MSSQL

Dec 2023

- Developed a property management website using .NET Framework.
- **Implemented distinct roles** - Admin, Property Owner, Property Manager, and Potential Tenant - with **role-based access control** for various functionalities.
- Designed and implemented **user authentication** using session management for **secure access to specific features** based on user roles.
- Ensured seamless communication between the web application and the MSSQL database for real-time data updates.

### KID GAMES WEBSITE | PHP, HTML, CSS, JavaScript, SQLite, JQuery

May 2023

- **Collaborated with a team** to develop a simple game website by implementing **MVC** (Model-View-Controller) pattern.
- Implemented **security measures** by **hashing users' private information** before storing it in the SQLite database, authenticating the user's password when logging in, and ensuring data privacy and protection.
- Used Session for storing and tracking different variables, enhancing user interaction and personalization.
- Integrated SQLite **for efficient data storage and retrieval**, improving the website's performance.

## TECHNICAL SKILLS

**Languages:** C, C++, C#, Java, JavaScript, PHP, Python, Swift, HTML, CSS

**Database:** Oracle SQL, Firebase, MsSQL, SQLite, MySQL

**Frameworks:** .NET, Django, WordPress

**Version Control:** Git, GitHub