

5531 Patterson Dr  
Troy MI 48085

# ANDREW NGUYEN

(248) 904-3173  
ngandrew@umich.edu

[www.github.com/arnguyen](http://www.github.com/arnguyen)

arnguyen.github.io/portfolio

## EDUCATION

---

<b>Ann Arbor, MI</b>	<b>University of Michigan</b>	<b>Fall 2018 – May 2022</b>
<ul style="list-style-type: none"><li>• <b>Major:</b> B.S. in Computer Science (GPA: 3.31)</li><li>• <b>Relevant Coursework:</b> Data Structures &amp; Algorithms, Data Oriented Programming, Web Systems</li></ul>		

## EMPLOYMENT

---

<b>SDE, Intern</b>	<b>Amazon</b>	<b>May-July 2020</b>
<ul style="list-style-type: none"><li>• Developed a slideshow feature for Amazon Photos Web using React Js</li><li>• Improved on the original design by adding new features to improve user experience</li><li>• <u>Leveraged knowledge</u> in Front-end web development, React Js, Sass, VS Code, Git, Agile methodology, and debugged using Chrome Developer Tools</li></ul>		

<b>Writing Fellow, Stats 250</b>	<b>University of Michigan</b>	<b>January-May 2019</b>
<ul style="list-style-type: none"><li>• Refined writing prompts for students to better support student learning</li><li>• Supported students through office hours and provided feedback to boost student performance</li></ul>		

## OTHER PROJECTS

---

**Personal Website:** [arnguyen.github.io/portfolio](http://arnguyen.github.io/portfolio)

<b>Data Gathering and Visualization</b>	<b>November-December 2019</b>
<ul style="list-style-type: none"><li>• Gathered music and weather data from the Spotify and Open Weather APIs</li><li>• Processed and created visualizations of data for analysis</li><li>• <u>Leveraged knowledge</u> in Python, SQL, Matplotlib, and NumPy</li></ul>	

<b>Project Lead, Alternate Reality Initiative</b>	<b>January-May 2019</b>
<ul style="list-style-type: none"><li>• Led a small team in designing the user experience for a concept virtual reality escape room</li><li>• Created overarching schedule and weekly agendas</li><li>• Planned meetings and managed project design</li></ul>	

<b>Research Assistant, UROP</b>	<b>September 2018 – May 2019</b>
<ul style="list-style-type: none"><li>• Researched methods in behavioral game theory and psychology</li><li>• Organized study along with fellow students and research mentor, Dr. Romesh Saigal</li><li>• Analyzed resulting data using graphs and statistical methods to draw conclusions</li></ul>	

## Skills

---

### Software

- **Languages:** C, C++, Python, SQL, JavaScript, HTML, CSS, Sass
- **Libraries/Frameworks:** React Js, Flux, Redux
- **Technologies:** Git, Visual Studio, VS Code, Chrome Developer Tools, Atlassian/Jira

### Other

- **Languages:** English (Native), Cantonese (Spoken – Intermediate proficiency), French (Intermediate)