

Arthur Nguyen

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EDUCATION

San Jose State University

Bachelor of Science in Computer Science, Minor in Math

San Jose, CA

Expected Graduation: 2027

EXPERIENCE

Software Engineer Intern/Project Manager

June 2023 – July 2023

XL8

Cupertino, CA

- Developed an AI-powered translation app, cutting translation wait time by 50% for instant conversations.
- Implemented personalized phrase suggestions with a custom OpenAI Agent
- Implemented Firestore integration for user profiles and conversation storage
- Led the project from concept to delivery, presenting to the board and starting user testing

Software Engineer Intern

June 2022 – August 2022

Oclef

San Jose, CA

- Built an Object Detection TensorFlow model to classify 100+ songs, storing 700+ pages of music in a database.
- Improved music retrieval speed by 30%, streamlining cataloging efficiency.

Captain/Programming Lead

Sept. 2020 – May 2024

FTC Artemis Robotics

San Jose, CA

- Developed a pure-pursuit algorithm, boosting autonomous accuracy by 85% in competitions
- Applied advanced algorithms (PID, A*, MPC), consistently qualifying for State & World Championships
- Designed modular robots, achieving a 93% win rate and back-to-back championship qualifications

Founder Content Creator/Mentor

May 2021 – Present

Artemis Robotics Youtube Channel

San Jose, CA

- Created programming tutorials with 160K+ views, supporting 100+ teams in 50+ countries.
- Mentored 75+ students providing global mentorship to Brazil, Portugal, Romania, and Korea teams.

PROJECTS

Hosts File Website Blocker | *Python, Git, Open Source*

Jan 2025

- Created a Python script to block and unblock websites by modifying the system's hosts file
- Added support for importing/exporting blocked websites, Windows attribute management, and a user-friendly CLI
- Presented the application to over 400+ viewers online, sharing its features and functionality with a growing community
- Published the project as open source, building an active community with 1 commit, 2 forks, and 10 clones

Self-Driving Car Simulation | *Python, Pygame, NEAT-Python*

June 2024

- Developed a self-driving car simulation leveraging the NEAT algorithm to evolve neural networks for navigation
- Implemented real-time rendering with Pygame, using sensor data for steering and speed
- Evaluated car performance based on distance traveled without collisions, with customizable simulation parameters

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, TypeScript, HTML/CSS, R, Kotlin

Frameworks: React, Node.js, Flask, JUnit, WordPress, Material-UI, FastAPI, Azure, REST API

Developer Tools: Git, Docker, Google Cloud Platform, VS Code, Eclipse, Firebase, Android Studio, Figma, AWS

Libraries: Tensorflow, Pytorch, OpenCV, Pygame, NumPy, Django, Flask, Pandas, Keras, Statsmodels