AUDREY NGUYEN

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Education

University of California, Irvine | Bachelor of Science in Computer Science

Graduating June 2024

- 3.81 / 4.00 GPA
- Relevant coursework: Design & Analysis of Algorithms, Introduction to Artificial Intelligence, Data Structure Implementation & Analysis, Discrete Mathematics, Linear Algebra, Introductory Computer Organization

Technical Skills

Languages: Python, C++, R, C#, CSS, Javascript, Typescript, HTML, MIPS Assembly, Java, SQL

Developer Tools: Scikit-Learn, Unity, Jupyter Notebook, RStudio, Figma, Visual Studio Code, Eclipse, Deepnote

Technologies: React, Vercel, Github, Git, Flask, Postgresql, AWS

Projects

Rheia | https://tinyurl.com/y3wd8h8p

June 2023

- Novel solution to STI early intervention and contact tracing with data-driven healthcare application; facilitate communication and accountability for disease intervention specialists and physicians
- Responsible for data cleaning, connecting Support Vector Machine model with backend Flask web server, and prototyping and frontend development with Svelte and Tailwind CSS

skincare.io | https://devpost.com/software/skincare-io

May 2023

- A minimalistic, user-friendly, and innovative solution to skincare recommendations; generates comprehensive routines based on users' skin type and goals from a dense database of the latest products, their ingredients, and their benefits
- Collaborated in a team at 4 at VenusHacks, UCI's largest women-centric hackathon; assumed a leadership role
- Responsible for web scraping with Puppeteer library, and frontend development with Tailwind CSS & Typescript

Mischief in Montreal | https://devpost.com/software/mischief-in-montreal

April 2023

- Utilized data analytics and machine learning on a dataset of 250,000 observations to gain a deeper understanding of the criminal landscape and political climate of Montreal, Canada in order to formulate effective policies
- Collaborated in a team of 4 at the Embark Datathon, UCI's first datathon; awarded Best Overall and People's Choice
- Responsible for data analytics using the Pandas, NumPy, and Plotly libraries, and leading and organizing the team

ZotHome | https://devpost.com/software/zothome

February 2023

- Consolidation of 6 ACC housing data into intuitive mobile app with filtering capabilities, map view, and database
- Collaborated in a team of 4 at HackUCI, Orange County's largest collegiate hackathon with 400+ attendees
- Responsible for inserting web scraped data into CockroachDB database with Javascript, Python, and Postgresql, and creating a backend API with Vercel to allow for requests from frontend React Native app

Work Experience

Career Pathways for Learning & Education, Analytics, and Data Science Fellowship | Fellow

January 2023 - Present

- Highly competitive, year-long program from the UCI School of Education to increase pathways into doctoral programs
- Work alongside faculty mentor Professor June Ahn to gain invaluable research experience in Design & Partnership Lab
- Develop proficiency in Machine Learning, Data Science, Learning Analytics, and Game Development with independent research projects
- Skills: C#, Python, R, Machine Learning, Supervised Learning, Game Development, Unity, Data Science, Learning Analytics, Design Research

UCI Office of Outreach, Access, and Inclusion | Web Administrator

Irvine, CA

September 2022 - Present

• Design, update, and facilitate maintenance of OAI sites; technologies: HTML, Wordpress

UCI Office of Outreach, Access, and Inclusion | Student Assistant

Irvine, CA

June 2022 - September 2022

- Instructed five summer programs and collaborated with colleagues to develop material on Raspberry Pi, Python, R, &
 Onshape for 100+ middle to college level students with underrepresented backgrounds
- Provided guidance, mentorship, and a sense of community; fostered equity, opportunity, and a love for STEM