Ben Nguyen

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EDUCATION

University of Waterloo - Bachelor of Mathematics — Waterloo, ON
Dean's Honors List, President's Scholarship of Distinction; Cumulative GPA: 3.7/4.0 — *Sept. 2024 – April 2029*

St. Marcellinus CSS — Mississauga, ON
4.0 GPA, President of Math Club, Developer for Robotics Team — *Sept. 2020 – June 2024*

TECHNICAL SKILLS

Microsoft Office: Excel, PowerPoint, Word, Outlook
Languages: Python, Java, C, C#, JavaScript, HTML5, CSS3, Racket, Luau
Frameworks & Libraries: React.js, Flask, Scikit-Learn
Developer Tools: Git, GitHub, VS Code, PyCharm, Visual Studio, Arduino IDE, VEXcode, Jupyter Notebook
Certifications: AWS Certified Cloud Practitioner (In progress)

EXPERIENCE

E-commerce Analyst (Online eBay Seller) — April 2021 – Present
eBay — *Mississauga, ON*
- Conducted **market trend analysis** to optimize over 300 listings, resulting in **$40,000+ in revenue.**
- Applied **SEO and keyword optimization strategies**, increasing viewer interactions by **10-15%.**
- Reduced **shipping costs by 50%** through process optimization and supplier negotiations.

Customer Service Associate — Jan. 2023 – Sept. 2023
Tim Hortons — *Mississauga, ON*
- Assisted **hundreds of customers daily**, maintaining an **average drive-thru service time of 20 seconds.**
- Optimized order fulfillment workflow, improving **customer satisfaction scores** and **team efficiency.**
- Managed POS transactions and inventory to ensure smooth restaurant operations.

TEACHING & MENTORSHIP EXPERIENCE

Math and Computer Engineering Tutor — Oct. 2022 – June 2024
St. Marcellinus CSS — *Mississauga, ON*
- Tutored **5+ students** in **functions, calculus, and robotics**, leading to **7-10% grade improvements**.
- Developed **custom learning resources** and interactive problem-solving exercises.

PROJECTS

Personal Website | *HTML5, CSS3, JavaScript* — Jan. 2025 – Feb. 2025
- Developed a **responsive personal portfolio website**, deployed using **GitHub Pages.**
- Showcases **technical projects, blog posts, and contact information** for networking.

Parkour Obby | *Luau, C++, Roblox Studio* — Nov. 2024 – Present
- Developing a multiplayer parkour game on Roblox using Roblox Studio.
- Scripting complex game mechanics using Luau, including kill blocks and in-game currency.

Skittle Sorter | *C#, Arduino, C++, Visual Studio* — May 2024 – June 2024
- Engineered a machine using a **TCS3200 color sensor** and **servo motors** to autonomously sort Skittles.
- Developed a **custom UI in C#**, allowing users to track sorting results in real time.

VEX Clawbot | *Python, VEX* — Jan. 2024 – March 2024
- Designed and built a **rotating robotic claw** using **VEX V5** parts.
- Developed Python-based automation scripts, enhancing **grip accuracy and response time**.
- Achieved 3rd place at Skills Ontario 2024 Robotics competition.

VEX MazeBot | *C#, Arduino, C++, Visual Studio* — May 2023 – June 2023
- Engineered a four-motor powered VEX robot that can traverse through a maze.
- Coded with Python using VEXcode and built with VEX hardware.