DUY ANH NGUYEN

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SKILLS

Programming Languages: C#, Java, JavaScript, C/C++, Racket, Python.
Developer Tools: Visual Studio Code, Intellij Idea, Rider, Pycharm, Eclipse, NetBeans.
Technologies/Frameworks: Unity, HTML5/CSS3, Three.js, Node.js, React.js, WebGL, Ubuntu/Linux, SQL, GitHub, Git, Jekyll, Conda.
Languages: English, Vietnamese.

PROJECTS

Something In The Wood ↗ – *FPS Survival Horror Game* | Unity

- Implemented a First Person Shooter controller that allows player to perform various commands such as sprinting, shooting, aiming and gun switching.
- Build a responsive Artificial Intelligence system for the enemy by using the Finite State Machine within the Unity Engine.
- Technologies: Unity Engine, C#, GitHub, Git

Data Tracker ↗ – *Northeastern University & Practera* | Java

- A tracking app that keep track of the progress, grade and time spent on a project of every participant on Practera.
- Using Java OOP concept and Java graphics library to implement an user interface with various chart types, each shows corresponding information that user need to see.
- Technologies: Java, NetBeans.

Project Strive ↗ – *3D Fighting Game* | Unity

- A Fighting game inspired by an older title called "Fighting Force".
- Exposed to the progress of game development, from the planning phase till the last delivery of the product.
- Animate characters with dynamic animations by using Unity's animation system and resources from various Animations library.
- Combining different assets from the Unity Asset Store to build two unique stages and an interactive menu system.
- Technologies: Unity Engine, C#, GitHub, Git.

EXPERIENCE

Software Engineering Senior Capstone Project ↗ | January 2021 – May 2021
Assistant Front End Developer | *University of Massachusetts Boston*

- Led a team of students as part of a Software Engineering Capstone Course with a client from the University of Massachusetts Boston.
- Collaborated with the team on a daily-basis meeting to discuss the planning and delineation of tasks and responsible for reaching out to clients for feedback and improvement of the website.
- Work with accessibility to non-programmers in mind.
- Exposed to the Software Development Cycle from the planning phase, implementation phase until the launching and testing phase of the product.
- Selected Jekyll as the framework and related HTML/CSS with JavaScript UI libraries to improve the website design and functionality.
- Developed and implemented a new website for the Department of Computer Science at the University of Massachusetts Boston with improved functionality and design.

EDUCATION

University of Massachusetts Boston | January 2020 – December 2021
Bachelor of Science in Computer Science | *Boston, Massachusetts*

COURSEWORK

- Advanced Data Structures & Algorithms
- The Structure of High Level Languages
- Intro to Software Engineering
- Computer Games Programming
- Graphics
- Compilers
- Theory of Computation
- Operating Systems