

# Minh Nguyen

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## EDUCATION

### University of Rochester

*Anticipated May 2025*

*Bachelor of Science, Computer Science & Bachelor of Science, Business Information Systems*

- GPA: 3.98/4.0, Dean's List.
- Relevant coursework: Data Structures and Algorithms, Computation and Formal Systems, Linear Algebra and Differential Equations, Discrete Mathematics, Artificial Intelligence.

## EXPERIENCES

### Kaopiz Software Co., Ltd | Software Engineer Intern

*May – Aug 2023*

- Developed a virtual keyboard for information kiosks at Ministop, a Japanese convenience store chain, resulting in a 50% increase in product search efficiency for 5000+ customers.
- Collaborated with cross-functional teams to develop an API for updating and comparing ground rents, optimizing the process to identify suitable store locations by 40% on average.
- Identified and resolved 10 critical bugs affecting virtual keyboard functionalities during the transition from Internet Explorer to Google Chrome, which eliminated inaccuracies in typing outputs.
- Developed a data importing feature to integrate CSV and Excel metrics into company databases for unit testing and debugging purposes.
- **Technologies:** Java, Spring Boot, JavaScript, CSS, HTML, React, PostgreSQL.

### Vissoft JSC | Software Engineer Intern

*Jun – Aug 2022*

- Collaborated with other engineers to develop Loans, Savings, and Automated Payment Services for Viettel Money, a digital financial ecosystem, resulting in 70% more efficient transactions for customers.
- Designed and implemented an internal system function to monitor equipment availability and lending for employees, contributing to an average 20% increase in the return rate of office equipment.
- Deployed advanced features such as ID-based due-date notification, usage logging, and real-time queues for each device, which saved 100+ engineers 1 hour/day while maximizing equipment efficiency.
- **Technologies:** Java, Spring Boot, REST API, Postman, MariaDB, JDBC, AngularJS, Servlet, Hibernate.

## PROJECTS

### Othello AI Game

*Jan – Feb 2023*

- Constructed an interactive player-vs-AI version of the Othello boardgame and tailored the AI's strategy for varying board sizes and player moves.
- Implemented Heuristic MiniMax and Alpha Beta Pruning to increase the AI's winning rate to 95%.

### Relational Database System

*Nov 2022*

- Implemented a generic relational database and developed single-relation operations, query features, and relational algebra using C.
- Developed advanced features for enabling seamless data transfer within relational databases.

### Wars' Aftermath Initiative

*Jul – Nov 2021*

- Led a team of four international students to develop a fundraising website for a project aimed at clearing unexploded mines in Vietnam's central provinces.
- Utilized Google Optimize and Pingdom to boost website performance by 1.64X, which helped solicit over \$10,000 in donations and attract 50+ volunteers through online registration.

### Space Party

*Jun – Jul 2020*

- Developed a multiplayer web game simulation of the popular mobile game "Astro Party."
- Presented the product to judges and won First Prize at MindX Hackathon, an annual coding competition for young students organized by MindX Technology Academy.

## TECHNICAL SKILLS

- **Languages:** Java, Javascript, C, HTML, CSS, SQL.
- **Technologies:** Spring Boot, React, MariaDB, Postman, REST API, PostgreSQL, Git.