# Brian Nguyen

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## Education

| University of California, San Diego | La Jolla, CA |
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*Master of Science, Computer Science - Specialization: Software Engineering and AI/ML* **GPA: 3.79** — June 2023

*Bachelor of Science, Computer Science - Minors: Business and Design* **GPA: 3.79** — June 2022

**Awards**: Provost Honors (Academics), California Legislature Assembly Award for Service

**Relevant Coursework**: Systems Programming, Data Structures, Algorithms, Prototyping and Marketing

**Technical Skills**: Proficient – Python; Intermediate – Java • C/C++ • SQL • React • HTML/CSS; Novice - Haskell • Go

**Tools**: VS Code • UNIX/Linux • Git  • Vim • Microsoft SQL Server • Fiddler (REST API) • HelpSpot

## Work Experience

**SS&C Technologies, Inc.**

Software Quality Assurance Engineering Intern | June 13, 2022 – Sept. 30 2022 | New York (Remote)

- Test software based on Business Analyst's specifications with 10+ co-workers, professionally communicating results through HelpSpot and Email. Perform regression testing based on new enhancements/defects.
- Execute SQL queries through MS SQL to ensure software sends and stores data correctly in the backend.
- Carry out Web Service calls through Fiddler to check for correct headers/bodies, establishing proper web security.

**UC San Diego CSE Department**

Computer Science Grad Teaching Assistant | Mar. 2023 - June 2023 | San Diego, CA

- Design and grade assignments for an introduction to Java programming course with approximately 150 students.
- Hold weekly office hours for 6 hours to assist students with assignments and lead bi-weekly 1 hour discussions.
- Handled logistics for the course: set up autograder to grade the assignments, create the midterm and final exams.

Computer Science Tutor | Jan. 2021 - June 2022 | San Diego, CA

- Coordinate the schedules of 24 tutors/TAs and 300+ students to maximize opportunities for students to get help.
- Review assignments and handle logistics in these classes: Python: Intro to Programming, Discrete Mathematics.
- Support students with their programming homework and overall comprehension of crucial Python concepts.

## Research Experience

**UC San Diego: Early Research Scholars Program**

Research Assistant | Sept. 2019 – June 2020 | San Diego, CA

- Lead a group of four students to research and develop a game, using C# and Unity, to help software engineering students stay engaged when learning about application programming.
- Conduct remote surveys to measure engagement, enjoyment, and educational levels of twenty participants learning in a gamified environment.
- Publish and present a research paper: *Gamification to Aid the Learning of Test Coverage Concepts* at the IEEE 32nd Conference on Software Engineering Education and Training (CSEE&T)

## Projects

**iOS Mobile App Development (Social University Platform - SUP)**

Senior System Analyst | Mar. 2020 – June 2020 | San Diego, CA

- Follow agile software development techniques throughout the project timeline to ensure quality of the application.
- Create over 30 use cases and user stories to reinforce the purpose of our application and keep track of progress.
- Design and develop the front end of the mobile application with React Native, with Firebase for backend.

## Leadership and Volunteer Service

**UC San Diego: MASA (Multi-Asian Student Association) Membership Chair** | Sept. 2019 – June 2020 |

- Foster a supportive network of friends by organizing events and leading icebreakers for the students to attend.