

Brian Nguyen

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EXPERIENCE

Ally Bank (contracted through Brooksource)

Costa Mesa, CA (Hybrid)

Software Engineer

January 2024 – Present

- Maintain and enhance a SPA using TypeScript, React, and RESTful backend APIs, assuring scalability and high performance.
- Design and deploy serverless SPA infrastructure with AWS Lambdas and Terraform for efficiency and reliability.
- Implement backend workflows in Java, integrating with MS Graph API to streamline email handling and automation for ~600 emails daily. Maintained ECS Fargate clusters using AWS Console and Terraform to ensure reliable infrastructure.
- Own and facilitate change requests for code deployments, supporting end-to-end code releases with validation.

SS&C Technologies, Inc.

New York (Remote)

Software Quality Assurance Engineer Intern

July 2023 – September 2023

- Test software based on Business Analyst's specifications, communicating results to developers through HelpSpot and Email. Shadow the development of automation testing with Selenium and Chromedriver.
- Ensure software sends and stores data correctly in the backend by executing SQL queries through MS SQL.
- Establish proper web security protocols by carrying out Web Service calls through Fiddler, checking headers/bodies.

UC San Diego: Computer Science & Engineering Department

San Diego, CA

Computer Science Graduate Teaching Assistant

March 2023 – June 2023

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

Computer Science Tutor

January 2021 – June 2022

- 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

San Diego, CA

Research Assistant

September 2019 – June 2020

- 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)

San Diego, CA

Senior System Analyst

March 2020 – June 2020

- 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 end user requirements.
- Design and develop the front end of the mobile application with React Native, with Firebase for backend.

EDUCATION

University of California, San Diego

San Diego, CA

Master of Science, Computer Science - Specialization: AI/ML and Software Engineering **GPA: 3.8**

June 2023

Bachelor of Science, Computer Science - Minors: Business and Design **GPA: 3.8**

June 2022

ADDITIONAL INFORMATION

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

Technical Skills: Proficient – Python, Java, TypeScript, React; Intermediate – C • SQL • HTML/CSS

Tools: VS Code • UNIX/Linux • Git • Vim • Microsoft SQL Server • Postman • Selenium • Jira