WILLIAM NGUYEN

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EDUCATION

BS in Computer Science, University of California, Irvine *Graduated June 2022*
BS in Computer Game Science, University of California, Irvine
GPA: 3.84

SKILLS

Languages	Javascript, Python, HTML, CSS, Java, C#, C, C++, SQL
Frameworks	React, React native, Node.js, Spring boot
Tools	Git, Visual Studio Code, Visual Studio, Unity
Systems	Windows (10,7), Linux (Ubuntu)

PROJECTS

Fabflix *May 2022*

Mock movie storefront where users can search and purchase digital copies of movies.

Libraries/tools used: Java, SQL, Javascript, ReactJS, React native, Stripe, Spring boot

- Set up and developed the Fabflix back end via the process of Test Driven Development.
- Fetched data from back end to populate movie information in the web and mobile front end.
- Integrated the Stripe credit card vendor API into the back end and front end.

Object recognition project *March 2022*

Object detection software that can be trained with images to detect and match objects in other images.

Library/tools used: Python, Numpy, Matplotlib, SciPy, Juptyer Notebook

- Implemented object recognition with image processing, primarily using HOG (histogram of oriented gradients).
- Create a template for the software to match by passing in positive and negative training images.

Checkers AI *December 2020*

This AI simulates and backtracks via the use of search trees to play checkers.

Libraries/tools used: C++, Cmake

- Utilized Monte Carlo tree search, and backtracking to empower the checkers AI to make good moves.
- Improved AI's effectiveness by increasing its simulations per turn from 80 simulations to 1000 simulations.

DiscordActivityBot *October 2020*

Discord Bot to track and notify user of their activities and the server's activity.

Libraries/tools used: Discord.py, Matplotlib, SQLite, APScheduler, pytz, asyncio.io

- Co-developed the bot alongside a fellow student.
- Deployed a Discord bot that scraped fellow server occupants' online activities.
- Stored hashed data to SQLite database which allowed the bot to retrieve the users' activity later on.