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.