

William Nguyen

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OBJECTIVE

Motivated computer science undergraduate seeking a summer internship at a workplace where I can learn how to build scalable, highly available yet secured services.

EDUCATION

University of California, Irvine

June 2022

Double major: B.S. in Computer Science and Computer Game Science

GPA: 3.88

PROJECTS

DiscordActivityBot – <https://github.com/captnw/DiscordActivityBot>

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

October 2020

- Deployed a Discord bot that scraped users' online activities in a server
- Persisted data (hash PII) to SQLite DB which allowed the bot to store the online user activities and calculate a Discord server's online activity
- Implemented a feature that would allow the Bot to produce and display a graph from the user's data
- **Libraries/tools used:** Discord.py, Matplotlib, SQLite, APScheduler, pytz, asyncio.io, VS Code, Git

JohnJumper – <https://github.com/captnw/JohnJumper>

Infinite vertical scroller game produced with Unity.

September 2020

- Created an "infinite runner"-like game with random obstacle generation
- Reviewed and iteratively developed the game through multiple play sessions
- Utilized TDD to design game and add new features incrementally
- **Libraries/tools used:** Unity, Visual Studio, Git

Money for a payphone – https://github.com/captnw/project_display

A walking, talking adventure game made in python.

June 2019

- Analyzed and applied different python software libraries in order to develop and export the 2D adventure game
- Applied OOP in order to streamline development of game and addition of content
- Designed story, dialog tree, and illustrated artwork for the game
- **Libraries/tools used:** pygame, pyinstaller, VS Code, Git

ACTIVITIES

Video Game Development Club

Programmer/Developer | Irvine, CA

October 2019 – June 2020

- Worked on game projects in groups of 3-5 people over a period of 7 weeks
- Collaborated with fellow aspiring game developers via Git software
- Utilized C# and the Unity game engine to make miscellaneous games

TECHNICAL SKILLS

Languages: C++ (Proficient), C# (Intermediate), HTML (Proficient), CSS (Proficient),
JavaScript (Intermediate), Lua (Intermediate), Python (Proficient)

Frameworks/Tools: SQLite, React.js

Systems: Windows (10,7), Linux (BASH)

Software: Unity, GitHub, Visual Studio, VS Code