

# 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

Degree expected June 2022

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

GPA: 3.88

## TECHNICAL SKILLS

**Languages:** C++, C#, HTML, CSS, JavaScript, Lua, Python

**Frameworks/Tools:** SQLite, React.js

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

**OO Design:** OO Patterns and Principles, TDD

**Software:** Unity, GitHub, Visual Studio, VS Code

**Test:** Functional, Integration

**Methodologies:** Scrum, XP

## PROJECTS

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

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

- 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.*

- 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](https://github.com/captnw/project_display)

*A walking, talking adventure game made in python.*

- 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

*A game development club at UCI in which members collaborate to create games.*

- 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