

Catherine Nguyen

Computer Engineer | Software Engineer | Developer



215-730-5313



ctn57@drexel.edu



linkedin.com/in/cnguyen17



https://catwinguy.github.io/

SKILLS

Language:

Python – C – PowerShell – HTML – CSS –
MATLAB – PostgreSQL – Racket

Tools:

Visual Studio Code – Jira – PyCharm –
AutoCAD – Fetch – Git – Bitbucket – JSON

Modules and Frameworks

peewee – logger – json – csv

Operating System

Windows 10 – macOS – Linux

EDUCATION

BS/MS in Computer Engineer

Drexel University

September 2017 - June 2022

Cumulative GPA: 3.81

HONORS

Dean's List Distinction

Drexel University, Summer 2019

Certificate of Merit

Drexel University, Spring 2018

Dean's Scholarship

Drexel University, Fall 2017 - Present

John Neumann Scholarship

Drexel University, Fall 2017 - Present

Archdiocesan Scholar

La Salle University, August 2016 – May 2017

EXPERIENCE

Stealth Developer Intern

UNISYS | September 2019 – March 2020

Joined the System Test Team in the Stealth Technology, an identity-based cybersecurity micro-segmentation software, and helped create useful programs to facilitate the team's testing process.

- Utilized Python 2.7, Adminer (a PostgreSQL database), iPerf3, and the peewee python module to develop a performance test between two Stealth-enabled hardware systems to ensure consistent performance speeds among different Stealth versions.
- Wrapped the Stealth (Aware), a front-end application, RESTful API using PowerShell to speed up the auto-environment automation process.

Annenberg School Help Desk Intern

Annenberg School for Communication, University of Pennsylvania | Sept. 2018 – March 2019

Worked with Annenberg's IT support team to provide excellent technological support for all students, faculty, and staff members.

- Reimaged about 20 computers for reuse and upgraded desktop systems from Windows 8 to Windows 10.
- Onboarded new staff and faculty members to Annenberg's technology ecosystem
- Provided face-to-face technical support for end user's hardware and software, including phone coverage for issues requiring immediate attention.

PROJECTS & DESIGN

"Friends for Life" Game

Lead Game Designer / Personal Project / January 2020 - Present

Working with one friends to create a 2D Pixel Side-Scrolling game using the Unity Game Engine and Visual Studio Code.

- Directing game progression and planning general game mechanics.
- Developing a Game Design Document (GDD) to provide a pre-production idea of the game.
- Using Unity and C# to script game mechanics and AI fighting tactics.
- Leading the project management effort by creating manageable tasks that can be completed in a reasonable time span.

Animatronic Device Design

Technical Writer / Drexel University / Spring 2018

Worked in a team of six members to successfully build a terrifying nun animatronic for the school's Halloween maze event as an engineering team.

- Documented the team's progress, ideas, and sketches on a weekly basis through Blogger, a free Google blogging tool.
- Assisted in creating the design plans and working out complications in some design mechanics.
- Helped organized weekly stand-ups to track project development throughout the school term.