Catherine Nguyen

Computer Engineer | Software Engineer | Developer

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🔗 https://catwinguy.github.io/

SKILLS

Language:
Python – C – PowerShell – HTML – CSS – JavaScript – MATLAB – Bash – SQL – Racket

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

Modules/Frameworks/Environments:
peewee – logger – json – csv – Node.js – NumPy – matplotlib

Operating System
Windows 10 – macOS – Ubuntu

EDUCATION

BS/MS in Computer Engineer
Drexel University
September 2017 - June 2022
Cumulative GPA: 3.85

HONORS

Dean's List Distinction
Drexel University, Summer 2020

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 facilitate 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 developers 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 direction.
- Learning Unity and C# to script game mechanics and AI fighting tactics.
- Leading the project management effort by creating manageable tasks that can be completed within a reasonable time frame.

Minecraft Adventures Lite

Developer / Drexel University / Summer 2020

Worked in a team of four developers to successfully build a working 2D single-player platform browser game in the span of five weeks.

- Documented my weekly progress by including coding problems, testing issues, and feature successes.
- Worked with JavaScript and the Phaser 3 Game framework to create game mechanics and load the game onto the browser page.
- Assisted in creating menu assets and implementing scene changes, such as the main menu, pause window, and level selector.
- Tested the game to provide feedback on the user experience and find open bug issues to resolve.
- Constructed story mode levels in increasing difficulty and ensured that they were possible to complete.