Celine Nguyen

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EDUCATION

University of California, San Diego   September 2021 - June 2024
Bachelor of Science, Cognitive Science - Machine Learning and Neural Computation, GPA 3.9
- Relevant Coursework: Statistical Analysis, Research Methods, Modeling & Data Analysis, Systems for Scalable Analytics, Probabilistic Modeling and Machine Learning, Data Science in Practice

SKILLS

Data Analysis & Visualization: SQL, Python, R, Tableau, Power BI, Excel, Statistical Analysis
Programming & Tools: JavaScript, HTML, CSS, Git, Google Suite

EXPERIENCE

Indie Game Developers on Steam   Remote
Game UX Researcher   September 2024 - December 2024
- Created and conducted playtesting sessions for multiple game developers who planned on releasing their game on Steam, collecting 15, 2 hour sessions worth of data.
- Provided playtesting research reports which pinpointed gamer pain points and suggestions for game mechanic improvements, which ultimately led to one of the games, Dungeons and Ducklings reaching 500 wishlists on Steam and 100% positive reviews.

UCSD Design Lab   La Jolla, CA
UX Research Intern   October 2023 - June 2024
- Developed and delivered comprehensive research reports, empowering engineers and researchers with improvements for app development and hardware specifications.
- Contributed to the creation of user stories, sprint planning, and weekly sync-up meetings, ensuring seamless coordination and rapid project delivery.

Inspirame   La Jolla, CA
UX Researcher   May 2023 - December 2023
- Coordinated Agile sprints to present research findings to stakeholders, review and critique designs from the product design team, and set goals and align team of progress
- Conducted evaluative research such as usability testing on our admin product with a sample size of 10 users, strategically providing valuable insights leading to revenue generation of $50,000
- Recruited and scheduled 20+ participants for research plans as requested by the product design team, keeping users up-to-date with participation schedules and procedures

PROJECTS

Nvidia GPU Sales Performance Analysis   March 2025 - April 2025
- Developed a comprehensive analysis of NVIDIA GPU sales data to identify key drivers of revenue growth and areas for market expansion.
- Utilized Python (Pandas, NumPy) to clean, process, and analyze sales data from multiple sources, including regional sales figures and product specifications.
- Created interactive dashboards using Tableau to visualize sales trends, market share, and product performance, enabling stakeholders to make data-driven decisions.

PlayStation Ecosystem Engagement Analysis   February 2025 - March 2025
- Conducted an in-depth analysis of PlayStation user engagement data to understand player behavior and identify opportunities to enhance user retention.
- Employed SQL to query and extract large datasets from the PlayStation network, focusing on metrics such as playtime, feature usage, and purchase patterns.

Training a YOLOv Model for Facial Recognition   February 2025
- Collected 100 photo samples to organize, label, and train a YOLOv model, which allowed facial recognition tracking through a webcam source, video, or image files.
- Utilized YOLOv Ultralytics, Anaconda, and Python to feed the cleaned and trained data to the model.