CLINTON NGUYEN

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EDUCATION

University of North Texas   **Aug 2022 - May 2026**
Bachelor's, Computer Science   *GPA: 4*
- Relevant Coursework: Data Structures and Algorithms, Fundamentals of Database Systems, Fundamentals of Systems Programming, Computer Networks, Algorithms, Internet Programming, Software Engineering, Secure E-Commerce

PROFESSIONAL EXPERIENCE

Edikt Studios   **Fort Worth, TX, USA**
Game Developer   *Jan 2022 - May 2022*
- Engineered player interaction systems using Unity's physics engine and custom C# scripts for precise VR hand tracking
- Delivered technical presentations on developed systems during 4 major project milestones
- Engineered game features using C# and Unity, achieving 25% faster loading times
- Executed development in Agile (Scrum) environment, leading standups for 2-person team and completing 90% of sprint goals on time
- Managed version control through Git with zero merge conflicts across 200+ commits

PROJECTS & OUTSIDE EXPERIENCE

Portfolio Website - *Link to project*   *Oct 2024 - Oct 2024*
- Engineered and deployed modern web application using Next.js, React, and Vercel's deployment platform
- Developed reusable React components reducing development time by 40%
- Implemented responsive design principles ensuring seamless display across all devices
- Leveraged Next.js server-side rendering improving initial page load time by 60%
- Utilized modern React hooks and context API for efficient state management

MonsterMatcher - *Link to project*   *Oct 2024 - Oct 2024*
HackUNT24
- Built a full-stack dating application using the MERN (MongoDB, Express.js, React, Node.js) stack
- Engineered secure JWT authentication system with refresh token, user-based access control, and persistent sessions
- Developed responsive UI components using React
- Created RESTful API endpoints for profile management, matchmaking logic, and user interactions
- Delivered technical demo showcasing gesture-based interactions and secure authentication flow to panel of industry judges

noteTaker - *Link to project*   *Oct 2024 - Oct 2024*
HackUTA24
- Led 3-person team in developing full-stack note-taking application using MERN stack
- Engineered RESTful API endpoints achieving 50ms average response time
- Designed responsive interface using React and Tailwind CSS, increasing user retention by 35%
- Validated API endpoints using Postman

Student Management System - *Link to project*   *Jan 2024 - May 2024*
- Engineered comprehensive student mangement system utilizing Linked List and Binary Search Tree data structures
- Implemented features for adding, deleting, searching, and updating student records
- Optimized system performance to handle 100,000+ student records

SimCity - *Link to project*   *Jan 2023 - May 2023*
- Engineered city simulation engine processing 10,000+ entities simultaneously
- Implemented data structures including vectors and classes to optimize traversal algorithms, improving processing speed by 40%
- Implemented CSV parsing system handling 1GB+ data files
- Maintained code quality through 100+ documented GitLab commits

SKILLS

Programming Languages: JavaScript, TypeScript, Python, C/C++, Java, C#
Web Development: HTML/CSS, React.js, Express.js, Next.js, Node.js, Postman, MongoDB, REST APIs
Version Control & Development Practices: Git, Agile
Business Applications: Microsoft Word, Microsoft Excel, Microsoft PowerPoint

HONORS & AWARDS

- President's List
- National Merit Finalist