

# CATHERINE NGUYEN

San Jose, CA

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## Education

### Southern New Hampshire University

Master of Business Administration, Engineering Management

June 2022 - April 2024

GPA: 4.0

### San Jose State University

Bachelor of Science, Computer Science

August 2019 - May 2022

GPA: 3.91

## Work Experience

### R1 RCM | Remote

#### Associate Product Manager

August 2022 - Present

- Own the scheduling and grooming of two-week sprints which hit 90% of backlog product goals
- Act as a liaison between 2 product teams to prioritize respective backlogs

### NorCal UVSA | Remote

#### IT Cabinet Staff Lead

July 2021 - June 2022

- Led site re-design to match new UX/UI designs which increased web traffic by 20%
- Created and managed accessible event registration pages and payment portals used by 50+ members

### Computer Science Department @ SJSU | San Jose, CA

#### Grader (CS157C)

March 2022 - May 2022

- Efficiently graded and recorded assignments for a NoSQL database class consisting of 36 students
- Ensured students understood their mistakes pertaining to NoSQL by including detailed comments on their assignments

#### Lab Instructor (CS46B)

August 2021 - May 2022

- Taught 20-30 students basic data structures in Java using hands-on labs and pair programming
- Ensured students have an adequate understanding of CS course material on pace with CS46B lectures

### Asian Student Achievement | Remote

#### Web Design Intern

October 2021 - April 2022

- Managed the Technology team's projects, deadlines, and reports while immediate director position was vacant
- Increased web traffic by 65.4% and user engagement by 55.56% while accurately portraying the organization's mission

### Jade | Remote

#### UX/UI Designer

August 2020 - May 2021

- Designed user flows and site prototypes on Figma curated to user feedback to create a SaaS solution for group management
- Developed React.js and CSS files to create a fully functional website

## Projects

### Monet | Unity, C#

March 2022 - May 2022

- 2D top down game where the player tries to catch as many monsters as they can to pass the requirements of each level
- Led team of 2 artists and 2 programmers to develop the game's core mechanisms and user interface
- Monitored team's progress and requirements using Agile SCRUM

### Car-eservation | MongoDB, Express.js, React.js, Node.js, Bootstrap, Git

February 2022 - May 2022

- Parking garage automation system that manages parking usage and online reservations for authenticated users
- Led team of 6 programmers to develop application functions, meet deadlines, and weekly goals using Agile SCRUM
- Implemented intuitive front-end using React.js, Bootstrap, and CSS
- Designed prototypes using Figma curated to user feedback

### What-To-Do | MongoDB, Express.js, HTML/SCSS, Node.js, Bootstrap

January 2022

- To-do list web application that allows authenticated users to keep track of their tasks
- Designed 8-page site template using Figma and Adobe Photoshop
- Implemented CRUD operations, filtering, rerouting, and authentication

### Chat Room | Redis, MongoDB, React.ts, Node.js, Python 3, Git

July 2021 - August 2021

- Chat room web application that allows for communication between two or more authenticated users
- Implemented interactive front-end using React.ts and CSS
- Designed prototypes using Figma to allow other team members to visualize the application and user flow
- Ensured group members met deadlines and weekly goals using Agile SCRUM

## Technologies & Skills

**Programming:** Java, Javascript, HTML, CSS, React.js, MongoDB, MySQL, PHP

**CMS:** Wordpress, Weebly, Squarespace

**Product:** Product Management, Prototyping, Driving Execution, Ideation

**Tools:** Git, Figma, Adobe Photoshop, Google Suite, Microsoft Office, Tableau, JIRA