CATHERINE NGUYEN

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Education

San Jose State University | San Jose, CA   **May 2022**
Bachelor of Science, Computer Science   **GPA: 3.93**

Work Experience

NorCal UVSA | Remote
    IT Cabinet Staff Lead   **July 2021 - Present**
    - Update the NorCal UVSA website to match current UX/UI designs
    - Create and manage event registration pages, payment portals, and articles to ensure accuracy and accessibility

Computer Science Department @ SJSU | San Jose, CA
    Grader (CS157C)   **March 2022 - May 2022**
    - Efficiently recorded and graded assignments for a class of 36 students
    - Ensured students understood their mistakes on NoSQL database assignments by including detailed comments
    Lab Instructor (CS46B)   **August 2021 - May 2022**
    - Taught 20-30 students basic data structures in Java using hands-on labs and partner 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

Leadership Experience

San Jose State University Vietnamese Student Association (SJSUVSA) | San Jose, CA
    Anh Chị Em Committee (ACE)   **September 2020 - October 2020**
    - Planned and hosted over 5 virtual social events to engage members during event duration
    - Resolved internal conflicts amidst the sudden shift to an online setting
    Cabinet Intern   **February 2020 - May 2020**
    - Hosted 3 organization meetings and socials with fellow interns
    - Assisted in running an organization with over 400 members and retained member interest during a pandemic

Projects

Monet | Unity, C#   **March 2022 - May 2022**
    Top down 2D game where the player's goal is to catch as many monsters as they can to pass the requirements of each level
    - Led team of 2 artists and 2 coders to develop the game's core mechanisms and user interface
    - Kept team on track to complete the game using Trello and daily communication

Car-eservation | MongoDB, Express.js, React.js, Node.js, 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 and meet deadlines and weekly goals using Agile SCRUM
    - Design prototypes using Figma and implement front-end using React.js and CSS

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 using Figma and Adobe Photoshop
    - Includes CRUD operations on Task objects

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 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
Tools: Git, Figma, Adobe Photoshop, Canva

Product: Product Management, Prototyping, Driving Execution, Ideation