

CALVIN NGUYEN

714-487-8042 calvindnguyen714@gmail.com [LinkedIn](#) [Github](#) SF

SKILLS JavaScript, React.js, Redux, MongoDB, Express, Ruby / Rails, jQuery, SQL, Git, HTML5, CSS3

PROJECTS

Ball-popcalypse | (Javascript, HTML5 Canvas)

[Live Site](#) | [Github](#)

A top-down zombie-horde shooter game requiring quick reactions to avoid being overwhelmed

- Used Object Oriented Programming and the HTML5 Canvas animation loop to increase code reusability for entity generation, updating and rendering logic
- Built a physics engine that supports collision detection of hundreds of entities that factor in velocity, acceleration, weight, and knockback vector calculations, allowing for dynamic gameplay
- Due to physics heavy-nature of the game, reduce enemy creation speed and scale gameplay speed relative to loss in game frame rate to help avoid poor gameplay experience

Feedr | (Ruby, Rails, React, Redux)

[Live Site](#) | [Github](#)

A full-stack clone of Feedly, an RSS/Atom Reader web application

- Implemented User Auth using Ruby on Rails backend, allowing users to securely manage and read their feeds
- Used XML parser to read RSS/Atom Feed on user's request and on a scheduled task that populates database with only new articles to avoid duplicate articles and faster fetching
- Used React and Redux to draw navigation components and update only the main frontend components to increase application responsiveness and avoid interrupting the user experience

RunEscape | (Javascript, Express, React, Redux, MongoDB)

[Live Site](#) | [Github](#)

An online multiplayer infinite-runner style game

- Implemented multiplayer lobbies using Express and MongoDB to allow players to join and share lobbies that maintain game state
- Utilized socket.io websockets to allow for real-time player interaction and chatroom in the same multiplayer lobby
- Used Object Oriented Programming to increase code reusability and decouple implementation logic for local and multiplayer game and lobby state

EXPERIENCE

Office Administrator

Alpha Solar Electric, Nov 2017 - Mar 2019

- Improved turnaround times and reduced costs for solar permits by transitioning to online permit applications and standardized submittals where possible, completely eliminating time-consuming half-day trips to certain jurisdictions such as Los Angeles for small solar projects
- Migrated Wordpress website to new provider to help save monthly costs on unused features

Office Administrator

Independent Agency Alliance, Mar 2017 - Oct 2017

- Validated and documented Excel macros for accuracy and readability of weekly commissions workflow, providing an easier learning experience and reducing mental overhead for calculations
- Provided troubleshooting for Powerpoint and webinars and general computer issues to ensure minimal delays

EDUCATION

App Academy - Immersive software development course with focus on full stack web development (Summer 2019)

University California @ Riverside - BS - Computer Engineering (Spring 2015)