

Andy Nguyen

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EDUCATION

University of Central Florida

Bachelor of Science in Computer Science

Orlando, FL

May 2025

RELEVANT EXPERIENCE

CompositionToday

2024-2025

Software Engineer

- Developed and deployed a full-stack automation pipeline to gather and scrape relevant information for music composers, improving backend efficiency and reducing workload.
- Refactored and optimized backend APIs for stability and performance, ensuring smooth integration with MySQL.
- Published a Flutter-based application to the Google Play Store, resulting in a 10x increase in active users and higher engagement across all platforms.

UCF Clubs

2024

School Project

- Worked with an Agile team using Jira to develop a JavaScript-based web app with MongoDB backend, resulting in smoother event planning and member coordination.
- Designed and implemented dynamic club registration and member management features, allowing users to create, update, and track clubs in real time.
- Integrated backend data models with frontend components to ensure seamless data flow across user experience.

Astral Explorer

2024

Personal Project

- Developed a 2D top-down roguelike game in Unity using C#, featuring puzzle-solving mechanics, enemy mobs, and progressive area-based objectives.
- Programmed enemy AI with varied movement and attack patterns to create dynamic and challenging encounters.
- Implemented game systems with minimal player guidance, emphasizing exploration, trail-and error, and skill mastery.

Portfolio Website

2023-2025

Personal Project

- Built a responsive personal portfolio using Next.js and TypeScript to showcase projects and experience.
- Organized content with modular components, allowing for easy scalability and future updates as more information is added.
- Integrated a clean, modern UI with TailwindCSS, ensuring consistent styling.

SKILLS

Technical:

- Experienced using coding languages Java, Python, C, C#, C++, HTML, JavaScript, TypeScript, CSS, SQL.
- Experienced in using IDEs and frameworks such as Microsoft Visual Studio Code, Unity, Xcode, Android Studio, Next.js, React, and TailwindCSS

Other:

- Tools used such as Git, Figma, JIRA, AWS, Docker, Firebase, MongoDB