CHI TAM NGUYEN

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EDUCATION

University of California, Berkeley   Expected Graduation: 12/2024
Senior, Computer Science
- **Relevant Coursework:** Structure and Interpretation of Computer Programs, Data Structures, Computer Architecture, Web Design, Full Stack Development, Linux Sys Admin, Deep Learning for Visual Data, Introduction to Artificial Intelligence

TECHNICAL SKILLS

- **Languages**: Python, Java, C/C++/C#, HTML, CSS, JavaScript, Typescript, Dart
- **Web Frameworks**: Node.js, Express.js, React, Flutter
- **Databases**: MySQL, MongoDB, Google Firebase
- **Cloud Platforms**: AWS
- **CI/CD**: AWS CodePipeline
- **OS**: Windows, Linux, MacOS
- **Additional Skills**: Docker, Restful API, Full-Stack Development, Software Engineering Principles, Object-Oriented Programing, Agile and Waterfall methodologies, Problem-Solving

WORK EXPERIENCE

Posto Social   06/2023 – 08/2023
Software Engineer Intern
- Implemented a full-stack, cross-platform (Android, iOS) social media app that encourages discoveries, learning, cultural exchanges, and communications between users using Node.js, Express.js Flutter, and Google Firebase.
- Conducted extensive research on various technologies and frameworks to enhance the application's efficiency.
- Performed testing across different devices and simulated platforms to ensure consistency and optimal performance.

PROJECTS

Personal Website   12/2023 – Present
- Develop my personal website using ReactJS, Typescript, and Tailwind CSS.
- Implement CI/CD with AWS CodeBuild and CodePipeline to automate the build and deployment process.
- Utilize AWS S3, Route 53, CloudFront, IAM to deploy, host, and manage the website.
- Containerize the application using Docker for accessibility and long-term maintenance.

Posto Manager   09/2023 – 12/2023
- Designed a website for social network app management using React, Material UI, Django, and Typescript.
- Implemented robust user content management, analytics and insights, advertisement campaigns, and administration.

Byow   04/2023 - 05/2023
- Built a 2D Java-based game engine that generates explorable worlds where objects were randomly generated.
- Enhanced the game's difficulty level through the implementation of a light-switching feature.
- Ported robust algorithms such as Weighted Quick Union to maintain game performance and inter-room connectivity.

Study Bear   10/2022 - 12/2022
- Architected a website (React, Node.js, MongoDB) catered to study group search at UC Berkeley with maps and schedulers.
- Implemented back-end APIs and services as well as maintained the connections with front-end components.
- Built the app following the SDLC approach, including documentation, design, implementation, testing, and feedback review.

LEADERSHIP AND EXTRACURRICULAR ACTIVITIES

Codify Club
Software Project/Technical Leader
- Research software technologies, code up features, and provide technical guidance to team members.
- Define project tasks, responsibilities, objectives, scope, and deliverables.
- Conduct project quality checks to ensure that deliverables meet specific criteria and customers' requirements.

LifeStream Blood Bank
Appreciation Ambassador (Volunteer)
- Served refreshments and offer gifts to blood donors.
- Monitored blood donors' reactions and conversed with them.