Daniel Van Nguyen

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Technical Skills

Languages: Java, C/C++, Python, Java Script, LUA, C#, Kotlin, HTML
Frameworks: React.js and Node.js
Skills/Tools: OOP, Git, VS Code, Android Studio, MS-Windows, MS-Office products

General Skills

Strong Teamwork and Collaboration Skills

- Received an A+ on an Android application project by consistently communicating with team members and ensuring everyone felt included.

Coding and Technology Skills

- Achieved 100% in a game development and programming course by diligently researching for solutions and asking for help when needed.

Thrives in Fast-paced Environments

- Efficiently completed a hackathon project within a time limit, inside of a building with many other competitors by quickly solving problems with group members.

Technical Work Experience

Code Ninjas | Code Instructor and Educator   **Dec 2021-Present**

- Mentored and taught students how to code, script and develop their own games
- Expanded programming skills by learning Java Script, LUA and C# to educate others
- Gained experience by working in a fast-paced environment and working with the general public
- Responsibilities included learning, solving code issues with students, and providing feedback
- Developed multi-tasking, problem-solving, critical-thinking skills by working with students

Independent Projects

SketchApp | using Java, Android Studio   **Dec 2021**
- Built a sketching/drawing application that has an easy-to-use interface for end-users
- Improved knowledge on front-end development by utilizing Android Studio
- Implemented many features to enhance the application using research and testing skills
- Quickly learned how to use new interfaces and classes to efficiently complete the project
- Link to GitHub repository: https://github.com/danielvnguyen/SketchApp

Letter Rush Game | using C/C++, Visual Studio Code   **Aug-Sep 2021**
- Developed a text UI game about quickly typing valid words within a time limit
- Improved knowledge on data structures by incorporating hash tables into the game
- Enhanced user experience by creating an easy to follow Text UI menu
- Increased game appeal with varying difficulties by giving the players a challenge
- Link to GitHub repository: https://github.com/danielvnguyen/LetterRush

Hackathon Projects

SFU Gobbles | Fall Hacks Hackathon at Simon Fraser University   **Nov 2021**
- Developed a hackathon project with a group that placed 2nd and won $300
- Improved flexibility skills by completing within a short time limit in a fast-paced environment
- Enhanced teamwork skills by solving problems when the team had disagreements
- Further developed technical skills by learning new techniques from team members
- Link to GitHub Repository: https://github.com/danielvnguyen/SFU-CS-Fall-Hacks-2021

Academic Projects

Practical Parent App | using Java, Android Studio, GitLab   **Nov 2021**
- Collaborated with a group to develop an application using the Scrum framework
- Developed teamwork skills by communicating consistently and solving issues as a team
- Improved technical skills by learning how to use new concepts within Android Studio
- Finished each project iteration ahead of schedule by setting realistic goals
- Achieved a 100% on the entire project by being attentive to detail and working efficiently
- Link to GitHub repository: https://github.com/danielvnguyen/PracticalParentApp

Mine Sweeper Game | using Java, Android Studio, GitLab   **Oct 2021**
- Learned about the software development life cycle by developing an Android application with customer requirements to meet
- Improved code quality by analyzing software defects and verifying bug fixes with test methods
- Enhanced game appeal by adding customized user interface and creative animations
- Received an A+ by adding optional features and ensuring all requirements were met
- Link to GitHub repository: https://github.com/danielvnguyen/CMPT276_Assignment3

Machine Learning for Prediction | using Python, Python Turtle   **Nov-Dec 2020**
- Cooperated with another teammate to create a program capable of predicting data into a graph
- Improved working efficiency by learning the SDK packages needed for the project
- Completed the project quickly by being reliable and responsible for assigned tasks
- Improved technical teamwork skills by discussing differences and different methods to utilize
- Link to GitHub repository: https://github.com/danielvnguyen/MachineLearning

Education

Simon Fraser University   **Sep 2020-Jun 2024 (Expected)**
- *Bachelor of Science, Computing Science GPA: 3.56*   *Burnaby, BC*
- *Awarded The BC Achievement Scholarship - awarded to top graduates*

Hobbies and Interests

- Expanding knowledge on technology and coding by engaging in personal projects
- Outdoor activities such as camping, fishing, hiking, and sports
- Improving problem-solving and critical thinking skills by playing strategic video games