




# Khoa Dang Nguyen (Nick)


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## Objective:

Applying my experience and knowledge to create and develop software/game applications that involve **Programming, Artificial Intelligence (machine learning and neural network), Server Management/Implementation, and Algorithms.**

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## Education:

- **B.S Computer Science & Computer Game Science.** **AUGUST 2017 - FEBRUARY 2019.**  
University of California, Irvine – **GPA: 3.3.**  
Donald Bren School of Information & Computer Sciences.  
Courses: **Multiplayer System, Intro to Artificial Intelligence, Game Engine (Unity), Operating System.**
  - **Fullerton College – GPA 3.7** **SEPTEMBER 2015 - JUNE 2017**  
Courses: C++, C#, and Java Data structure, Visual Basic, **Advance C++, C#, and Java, and Calculus.**
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## Projects:

- [Portfolio Website](#) (More software apps and games can be found on my personal website)  
Custom build - HTML/Javascript/CSS and JQuery. Host at UCI.
  - [Unity Multiplayer Game \(Dodgeball2D\)](#) – C#  
A 2D project using C# as base language and Unity to build a robust multiplayer system and dynamic game mechanics.
  - [Sudoku AI Project](#) – C++  
A project using C++ as base language to implement 5 different algorithms and use them as combinations of 3 to solve different Sudoku boards – difficulties and sizes. Algorithms used are: MRV, LCV, NOR, DEG, FC.
  - [Operating System](#) – Java  
A project using Java as base language to implement 6 different processes scheduling algorithms: Round-robin, FCFS, SJF, SRTF, Priority with non-preemptive and preemptive.
  - [Server](#) – Websocket, C++, Javascript, and Html.  
A 4 players pong game that runs on a server using websocket and C++ implementation together with a UI web-browser for gameplay, using html and javascript and having implemented methods for latency mitigation.
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## Skills (Expert in all listed)

- **Languages:** C++, C#, Java, Javascript, Assembly, Python, Vietnamese.
  - **Web Techs:** Html, JQuery, Bootstrap, Javascript, Android.
  - **Tools:** Unity, Eclipse, Visual Studio, MathLab, Atom, Adobe, Android Studio, Microsoft Office, Notepad++, Command Prompt.
  - **Operating System:** Ubuntu, Windows, Kali Linux, MacOS, iOS, Android, Virtual Machine.
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## Experience:

- **Co-lead programmer in VGDC UCI club.** **September 2017 – Present.**  
Work on 3 Unity projects with group of 5 – 7 people. Links in portfolio under projects.
- **Teaching Assistant in Fullerton/Cypress College.** **September 2016 – April 2017.**  
Tutor student, grading programming projects, and help correct lecture slides.