# Dung Nguyen

https://github.com/dungnguyen408 https://dungnguyen408.github.io/DungPortfolio/ dung.t.nguy3n@gmail.com https://www.linkedin.com/in/ dungtnguyen Cell: 408-693-6681

## **EDUCATION**

## **San Jose State University**, BS Computer Science

Graduated May 2017, GPA 3.0

## **PROJECTS**

# Server Side Web Programming Project - Fall 2015

Created a website using Bootstrap to allow students or employees to search for candidates or employment on our job searching website

My goal in the project was to create the structure of the layout using Bootstrap, HTML, CSS and Javascript.

Had some experience retrieving and storing data using MySQL workbench.

# **Software Engineering Project - Spring 2016**

Created a social media web application using Ruby on Rails programming

Worked on the front end portion of the product.

Learned Object Oriented Design as well as MVC(Model View Controller) pattern.

Managed the workload and group meetings for our team.

# Aeris Internet of Things Workshop - Spring 2016

Won second place by creating web application to help farmers manipulate data to promote plant growth

Used tessel board and module to receive data on temperature and humidity to transmit to our web application.

Added chart.js to help visualize changes that may affect crop in specific time frame using JSON data.

Had a deadline of less than two weeks to accomplish task.

## Intro to Database Project - Fall 2016

Made a Java program where a user or admin can create an account or log in to make reservation for a movie by using console commands

Learn how to connect Java JDBC with MySQL workbench and deploy the project using bitbucket.

## TECHNICAL SKILLS

Java, Javascript, Python, HTML, CSS, Ruby on Rails, Bootstrap, JQuery, MySQL, Node.JS, Github

#### **DESIGN SKILLS**

**Adobe Photoshop** 

**Adobe Dreamweaver** 

#### **FRAMEWORK**

Agile

## **COURSEWORK**

**Intro to Databases** 

Database Management Systems

**Software Engineering** 

Server Side Web Programming

Intro to Artificial Intelligence

**Object Oriented Design** 

Intro to Unity3D

Data Structures and Algorithms