

Duy H. Nguyen

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EDUCATION

Gustavus Adolphus College, Saint Peter MN

2014 - 2018

- **Bachelor of Arts.**
Computer Science Major. Mathematics Minor.
- **ACM - International Collegiate Programming Contest.**
Participated as a team of 3. Achieved second at the regional ranking.

PROJECTS

Rhythmic Unicorn - A gamified crowdsourcing project | Full stack developer

April 2018

- Developed RESTful API back-end in Express.js with a MongoDB database.
- Designed and developed a fully functional front-end using raw HTML, CSS and jQuery.

Gustavus Food Delivery System | Front-end developer

April 2018 - Present

- Collaborated in designing a full-stack webapp in Python, using Flask and PostgreSQL.
- Implemented the front-end from the ground up using raw HTML, CSS and jQuery.

HTML5 Tetris Game | <http://tetris.anythingbut.me>

March 2018

- Recreated a tetris clone from scratch using Phaser.io game engine. Created my own graphical assets in Photoshop.
- Developed an accompanying webserver to store player's highscores.

Other Projects | <https://github.com/ferb96>

- Asteroid - A simple game written from scratch in C++, using SDL2 Library.
- burogu - simple flat-file Blog CMS, built using Python and Flask. Used for personal homepage.
- Modded Arch Linux as a hobby during free time.
- GitHub link: <https://github.com/ferb96>

EXPERIENCE

Gustavus Technology Services | IT Consulting Assistant

Jan 2016 - May 2018

- Provided thorough support and problem resolution for customers. Answered phones and walk-ups.

Math and Computer Science Department | Tutor & Grader

Sep 2014 - Present

- Tutored students on Computer Science, both beginner and advanced courses. Provided one on one personal sessions. Graded and given feedback for homeworks submitted by other students.

SKILLS

- Languages: C, C++, Java, Python, HTML, CSS, JavaScript.
- Frameworks: Node.js, Express.js, jQuery, MongoDB, Flask, Phaser.io.
- Others: Vim, CLI, Bash scripting, GitHub, SysAdmin, Photoshop, InDesign.
- Interests: Linux, Game Design, Guitar, Drumming.