

ERICA NGUYEN

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SKILLS

Coding:

(useful proficiency): C / C++, python

(basic proficiency): html / css, javascript, LaTeX

Environments/Systems:

Windows

Unix

EDUCATION

University of California, Davis Bachelors of Science in Computer Science

GPA : 3.379/4.00

2015 - 2019

Selected Coursework: Data Structures and Programming (C ++ and UNIX)
Theory of Computation; Projected: Algorithms, Computer Architecture

PROJECTS

Concept A: technologies: html, css, javascript, bootstrap; developed as a concept design for a personal website; employs html5 video element and parallax scrolling for a more expressive self-introduction

Link: https://e2nguyen.github.io/Concept_A

Snake (in-progress): technologies: javascript, html, css; a simple, web-based game of snake developed primarily in javascript; currently: playable; developing aesthetic features for an immersive UX

Links: (src) <https://github.com/e2nguyen/snake.git>; (game) <https://e2nguyen.github.io/snake>

EXPERIENCE

DCSC

Jan 2017 -

Computer Science Tutor

- Tutored Introduction to Programming (python), Programming & Problem Solving (C), Software & Object-Oriented Programming (C++), Data Structures & Programming (C++ and UNIX), and Theory of Computation and held exam reviewing sessions

Girls Make Games

July 2016

Summer Camp Instructor

- Taught girls ages 10 - 13 fundamentals of coding and how to program their own game prototypes via Stencyl, a block-based programming software
- Taught fundamentals of game creation – storyline, game mechanics, game design
- Taught how to pitch their prototypes to industry professional

Insane Ink

Sept 2014 –
May 2015

Graphic Designer/ Marketing

- Designed T – shirts graphics in illustrator, working side-by-side with clients to guarantee customer satisfaction
- Promoted the brand via flyers, business cards, and social media platforms