

ERICA NGUYEN

eannguyen@ucdavis.edu | (408) 674 7662 | e2nguyen.github.io

SKILLS

Programming Languages. Environments. Frameworks.

Proficient: C / C++, Python, HTML/CSS, Javascript, Windows, Unix

Comfortable: Bootstrap, JQuery, LaTeX, Git

EDUCATION

University of California, Davis

2015 - 2019

Computer Science (B.S.)

GPA : 3.40/4.00

Selected Coursework: Data Structures and Programming, Theory of Computation, Algorithms, Computer Architecture

Projected: Programming Languages, Scripting Languages

PROJECTS

Concept A (JUL – OCT 2017)

- **HTML, CSS, Javascript, Bootstrap, JQuery;** developed as a concept design for a personal website; employs html5 video element and parallax scrolling for a more expressive self-introduction

Snake (SEPT – OCT 2017)

- **Javascript, HTML, CSS:** simple, web-based game of snake developed primarily in javascript; playable; in development for aesthetic features providing a more immersive UX

EXPERIENCE

DCSC

Jan '17 - present

Computer Science Tutor

- Tutored a variety of courses, including: Introduction to Programming (Python), Programming & Problem Solving (C), Software & Object-Oriented Programming (C++), Data Structures & Programming (C++ and UNIX), and Theory of Computation
- Held exam reviewing sessions for upwards of 30 to 100 students at a time

Girls Make Games

Jul '16

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
- Explained fundamentals and life cycle of video game creation – storyline, game mechanics, and game design to a class of 25 students
- Instructed how to pitch their prototypes to industry professionals

Insane Ink

Sep '14 – May '15

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