HUNG NGUYEN

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Work History

Apple | Software Engineering Intern
Cupertino, CA | 06.2019 - 09.2019

- Designed and developed an internal SceneKit-ARKit visualization framework
- Adopted and tested new technologies with a framework demo
- Integrated and optimized CV algorithms across devices while visualizing the related telemetry

OneWeb | Software Engineering Intern
Los Altos, CA | 06.2017 - 06.2017

- Designed and deployed a cross-platform AR attitude application for offline, low-power use
- Led weekly meetings and presentations; collaborated with other teams to deliver metrics

Stanford | Peer Technology Specialist
Palo Alto, CA | 03.2018 - 03.2020

- Debugged networking issues across campus, both remote and in-person
- Demonstrated technical understanding by hosting workshops and training new teammates

Projects

Guess What? | Research Assistant
01.2020 - Current

- Offloading gameplay images to S3, and allow for dynamic loading as needed
- Prototyped various ARKit experiences using new APIs for dual capture and persistence

AutoTA | UI/UX Developer
03.2020

- Developed an in-context, debugging pedagogical add-in to RStudio
- Designed a friendly, non-intrusive interface to minimize frustration

Fidelius | Software Engineering Researcher
03.2018-07.2018

- Utilized the Intel SGX enclave system to create a trusted display output on untrusted computers
- Implemented robust API to transfer data securely to/from trusted origin server

Education

Stanford University | Computer Science
Palo Alto, CA | 09.2016 - 06.2020

- **System Courses:** Operating Systems, Intro to Cryptography, Computer & Network Security, Web Programming Fundamentals, Programming Languages, Compilers (current)

- **Design Courses:** VR: The Possibility and Peril of Immersive Art, Designing Serious Games, Intro to Mechatronics, Design for Accessibility (Current)