

Objective

To obtain an internship to create interactive products and do meaningful work in a professional environment

Hung Nguyen

- Software Developer -

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Education

Stanford University | Computer Science
09.2016 - Present | Palo Alto, CA | Class of 2020

Systems Courses:

- Computer Abstractions in C++ (Accelerated)
- Computer Organization and Systems
- Principles of Computer Systems
- Operating Systems And Systems Programming
- Web Programming Fundamentals

Theory Courses:

- Intro to Probability for Computer Scientists
- Mathematical Foundation of Computing
- Introduction to Cryptography
- AI For Social Good

Project-based Courses:

- Introduction to Game Design and Development
- Artificial Intelligence: Principles and Techniques (Planned)

Harmony School of Science-High

08.2012 - 06.2016 | Valedictorian | Sugar Land, TX

Relevant Courses:

- Game Programming and Design
- AP Computer Science

Skills

Programming Languages

C, C++, C#, Javascript/Typescript
CSS3, GML, HTML5, Java, Python
Assembly, easyC, Perl, XML

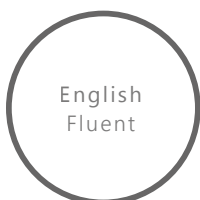


Software

paint.NET, GameMaker Studio
Photoshop/Premiere, Unity3D
Unreal Engine, Inky, 3ds Max



Languages



Experience

OneWeb | Javascript, Typescript, Java, Swift
06.2017 - 09.2017 | Engineering Intern

Surveyor (iOS/Android) - Conceptualized and developed a cross-platform, augmented reality attitude indicator using Nativescript

Game Dev | C#, GameMaker Language, Unity
08.2012 - Current

FamilAR (2017, iOS) - Programmer/Writer
Developed and wrote the story for an ARKit escape the room game as part of a 3-person team

Woe (2016, Android/PC) - Developer/Designer
Designed, developed, and polished a visual design-focused game using GameMaker Studio as the only software developer

Blockhole (2014, PC) - Developer/Designer
Conceptualized, programmed, and tested a mechanics-focused game using Microsoft's XNA Framework and MonoGame

Research Projects | C++, C#, Python

Fidelius (2018) - Researcher/Developer
Developed a secure/trusted display using Intel SGX for sending sensitive data in untrusted browsers

IRIS (2015) (Independent Robotic Image-Based Steering)
Modified and optimized an inexpensive self-driving algorithm with classic image processing techniques

Miscellaneous

Honors & Awards

- National AP Scholar ('16) | With Distinction ('15-'16)
- NASA Aersospace Scholar
- Microsoft Imagine Cup Video Game Design (Finalist)

Other Interests

- Graphic Design, UI/UX, Drawing
- Machine Learning
- Games/Game Studies
- Quantum physics/computing
- Tinkering/DIY electronic projects
- Dual-booting, custom ROMs, jailbreaking
- 3D Printing & Painting