

Career Goal

To make a positive impact on people's lives through the advancement of technology.

Hung Nguyen

- Programmer/Designer -

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Experience

- **OneWeb** | JS, TS, Java, Swift
06.2017 - 09.2017 | Engineering Intern
Surveyor (iOS/Android) - A cross-platform attitude indicator AR overlay using Nativescript that can be used for calculating satellite locations. Avoids gimbal lock, and can be modified from one code base.
- **Game Development** | C#, GML, Unity
08.2012 - Current
FamilAR (2017, iOS) - Programmer/Writer a story-based ARKit escape the room game
Woe (2016, Android/PC) - Developer/Designer A design-focused game about a circle
Blockhole (2014, PC) - Developer/Designer A mechanics-focused game about a square
Zymosis (2013, PC) - Project Leader A game about protecting red blood cells
- **Research Project** | C#
10.2013 - 04.2015
IRIS (Independent Robotic Image-Based Steering) a cheap, live road detection self-driving program with Canny & Sobel edge detection, non-maximum suppression, & Hough transform

Miscellaneous

- **Honors & Awards**
 - National AP Scholar ('16) | With Distinction ('15-'16)
 - NASA Aersospace Scholar
 - Microsoft Imagine Cup Video Game Design (Finalist)
- **Other Interests**
 - Quantum physics/computing
 - Graphic Design, UI/UX, Drawing
 - Machine Learning
 - Games/Game Studies
 - Tinkering/DIY electronic projects
 - Dual-booting, custom ROMs, jailbreaking
 - 3D Printing & Painting

Education

- **Stanford University** | Computer Science
09.2016 - Current | Palo Alto, CA | Class of 2020
Systems Courses:
 - Computer Abstractions in C++ (Accelerated)
 - Computer Organization and Systems
 - Principles of Computer Systems
 - Compilers (Spring 2018)
 - Web Programming Fundamentals**Theory** Courses:
 - Intro to Probability for Computer Scientists
 - Mathematical Foundation of Computing
 - Introduction to Cryptography (Winter 2018)**Project-based** Courses:
 - Introduction to Game Design and Development
 - Artificial Intelligence: Principles and Techniques (Spring 2018)
- **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, MagicaVoxel ●●●●●
- **Languages**

