

Hung Nguyen

- Software Engineer -

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Education

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

Systems Track Courses:

- Computer Abstractions in C++ (Accelerated) cs106x
- Computer Organization and Systems cs107
- Principles of Computer Systems cs110
- Operating Systems And Systems Programming cs140
- Introduction to Cryptography cs255
- Web Programming Fundamentals cs193x

AI/ML Track Courses:

- Intro to Probability for Computer Scientists cs109
- Mathematical Foundation of Computing cs103
- AI For Social Good cs21si
- AI: Principles and Techniques (Planned) cs221

Game Design Courses:

- Introduction to Game Design and Development cs146
- Virtual People comm166
- Designing Serious Games (current) cs377g

Skills

- **Programming Languages**

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



- **Software**

paint.NET, Unity3D, Android Studio
Premiere, GameMaker Studio, Blender
Unreal Engine, 3ds Max



- **Languages**



- **Other**

- Systems Thinking
- Organized
- Quick learner
- Team player
- Passionate about education
- Attention to detail & thorough
- Driven & Self-motivated
- Persistent problem solver

Experience

- **Fidelius** | Software Engineering Researcher
03.2018 - 07.2018 Intel C++, C#, Python, RPi

Responsibilities:

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

- **OneWeb** | Software Engineering Intern
06.2017 - 09.2017 Javascript, Typescript, Gitlab

Responsibilities:

- Designed and deployed an AR mobile attitude indicator as a user-facing product for offline, low-power use
- Led weekly meetings and presentations; collaborated with other teams to deliver metrics

- **FamiliAR** | Software Engineer, Designer
11.2017 - 12.2017 C#, Unity, Apple ARKit

Responsibilities:

- Deployed the first Escape Room VR experience on the App Store with a limited time frame
- Organized and led team meetings when the team lead dropped the project
- Solved unique spatial AR challenges through mechanics and story

- **Other**

08.2014 - Current

PTS (Current) IT support; Solves atypical network challenges

Falling Love (Current) a game focused around emotions

Woe (2016) experimental game with minimal inputs

IRIS (2015) self-driving alg. using classical image processing

Miscellaneous

- **Honors & Awards**

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

- **Other Interests**

- Graphic Design, UI/UX, Drawing
- Voice Interfaces (Alexa Skills)
- Japanese pop culture
- Quantum physics/computing
- Hackintosh, custom ROMs, jailbreaking
- 3D Printing & Painting