Resume

Hung Nguyen

- PROGRAMMER/DESIGNER -

CAREER GOAL

To gain experience by working with and learning from professionals about algorithms, machine learning, and just about about anything related to technologies.

Date of birth:	09 April, 1998
Mailing Address:	PO Box 14862, Stanford CA 94309
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Website:	https://github.com/elucidatus

PROJECTS

APP DEVELOPMENT | 09.2016–CURRENT

GUESSTIMATE

A trivia educational game built from C# Xamarin

RESEARCH/DEVELOPMENT | 10.2013–04.2015

INDEPENDENT ROBOTIC IMAGE-BASED STEERING (IRIS)

Detects a single-lane road to steer a robotic model

Features image processing (Gaussian filters,Canny, Sobel, non-maximum supression, Hough transform, thresholding)

GAME DESIGNS | 08.2012–04.2016

ZYMOSIS (2013) | BLOCKHOLE (2014) | WOE (2016)

Uses C# and GML. Compatibility across Windows/Android/iOS

Features/Uses organic amoeboid movement emulation, linear and angular physics emulation, and multivariable integrals

LANGUAGES

ENGLISH 100%

VIETNAMESE 100%

SPANISH 50%

PERSONAL QUALITIES

- Attention to detail
- Patient
- Creative within strict procedural restraints
- Hard-working
- Curious
- Driven, motivated, and ambitious

EDUCATION

COMPUTER SCIENCE | 09.2016–06.2020

STANFORD UNIVERSITY | PALO ALTO, CA

Relevant Courses: Introduction to Computing | Programming Abstractions in C++ (Accelerated), Computer Organization and Systems (Spring 2017), Intro to Probability for Computer Scientist (Spring 2017)

GENERAL | 08.2012–06.2016 | VALEDICTORIAN

HARMONY SCHOOL OF SCIENCE | SUGAR LAND, TX

GPA: 4.0 UW | 4.39W ACT: 36/36 PSAT: 219/240

Relevant Courses: Game Programming and Design (C#) | Independent Study in Tech Apps (C#) | AP Computer Science (Java)

SKILLS

C# (.NET)	●●●●●
Java | C++	●●●●○
GML	●●●○○
Perl | easyC	●●○○○

Other skills:

- MS Office Suite, Adobe Photoshop/Premiere, paint.NET
- 85-110 WPM
- Familiarity with Windows, Linux, and OSX

INTERESTS

GRAPHIC DESIGN

CULTURAL IMMERSION

ADVENTURE

Sincerely