



EMILY NGUYEN



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Education

Computer Engineering B.S. | University of California, San Diego | Sept '16- Jun '20 (Expected)

Experience

Software Engineering Intern | Kitu Systems Inc. | *Starting July 2018*

- Will be writing Javascript and SQL code in the NodeJS run-time environment for monitoring electric vehicles

Facilitator | Treobytes | *June 2018 - Present*

- Creating curriculum to be taught to children at classes and at camps
- Teaching children engineering skills at STEM summer camps
- Skills taught include programming, 3D printing, flying drones, building computers

Activities

Technical Chair | IEEE UC San Diego Student Branch | *May 2018 - Present*

- Cooperate with a team of 19 to order to manage largest engineering club at UCSD
- Host technical workshops on programming, electronics, and other engineering skills
- Volunteer - Taught boy scouts circuitry, Co-hosted Girl's STEM fair, Judged at several robotics competitions

Research and Development Team Member | Project In A Box | *April 2018 - Present*

- Create projects to be distributed as college curriculum - Presently working on Arduino farming robot

Secretary / Programmer | Game Development Studio at UCSD | *September 2017 - Present*

- Develop video games using C# and Unity - Previous game is a puzzle platformer incorporating light physics

Webmaster | Strides Running Club | *August 2017 - Present*

- Building the club's website, strides.ucsd.edu, from scratch using HTML, CSS, and Semantic UI

AP Computer Science A Teacher Assistant | TEALSK12 | *June 2018 - Present*

- Helping both teachers and students at Chula Vista High School learn Java to prepare for the AP Exam

Projects

AntBot | Discord chat bot with over 250 users | NodeJS, Javascript

- Modular chat bot for the popular VoIP application, Discord, built using the Discord.js library
- Uses XMLHttpRequests to call various APIs, retrieving weather and video game statistics
- Front end linked to back end using the Handlebars.js templating engine

Assure Secure | Keyless Entry Door System | Arduino, C, Circuitry

- First place at IEEE Projects Competition Fall 2017
- Worked as part of a team of 3 to create an automatic door system in 6 weeks
- Wrote code in Arduino IDE for servos and rewrote teammate's NFC code into functions to combine both parts

Barnyard Board Bash | Augmented Reality Board Game for HackXX 2018 | Unity, C#

- Worked as part of a team of 3 to create an augmented reality board game with Vuforia and Unity
- Single-handedly wrote 4 out of the 5 final mini games in C#

Firebae | Firebase backed e-commerce store for SB Hacks 2018 | Javascript, Firebase, Android

- Worked as part of a team of 4 to create a web application incorporating five Firebase features
- Single-handedly developed an additional Android app that was compatible with the main website

What Do You Meme | Live social compatibility test for LA Hacks 2018 | NodeJS, Javascript, Sockets.IO

- Worked as part of a team of 5 to create a live compatibility test in 36 hours

Skills

Languages: Python, Javascript, HTML, CSS, SQL, Java, C, C#, C++, Bash, ARM

Software: Git, NodeJS, Heroku, Unity, Bootstrap, Semantic UI

Hardware: Circuitry, Soldering, PCB Design (EagleCAD), Raspberry Pi, Arduino, 3D Modelling

Interpersonal: Leadership, Teamwork, Teaching

Hobbies: Marathon Runner, Video Gaming (Top 1% in world's largest esports, League of Legends)