Francis Nguyen

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education

University of Washington
Bachelors of Science, Informatics (Graduated June 2016)
Focus in Human-Computer Interaction, Data Visualization

Courses in information/data visualization design, full-stack web development and design, human-computer interaction, data science, information architecture.

leadership

Early Entrance Mentorship Program
Founder, Co-President (Sept 2012 - Jun 2016)

CoMotion Makerspace
Social Outreach Chair, Space Captain (Sept 2014 - Jun 2015)

ModHacks
Co-Founder, Organiser (Dec 2015 - Present)

Dubhacks
Volunteer, Hardware Hacker Specialist (Sept 2014 - Jan 2015)

projects

Slate
Full-Stack Creative Developer

Used Electron with Node.js, React and an Emotiv to build a real-time visualization of EEG data (brain-wave data. Integrated Three.js and WebGL to render an accurate 3D model of a human brain. Allowed users to view and interact with their brainwave data in real-time.

CoMotion Makerspace
Social Outreach Chair, Space Captain

Worked with members from the UW CoMotion Incubator to organize, run and advertise the new CoMotion Makerspace. Led meetings with various professors from Informatics, Design, CSE, and Human Centered Design to offer prototyping and critical making classes in the space.

For a detailed Portfolio, visit www.fmnguyen.com

experience

UW Information School DataLab
Data Visualization Research Assistant (Mar 2016 - Present)

Research assistant advised by Jessica Hullman. Worked with JavaScript, D3.js, R and Python, to create experimental interfaces, interative data visualizations and web applications for research regarding HCI, visualizing uncertainy, and graphical perception of data.

UW Information School
Teaching Assistant (Dec 2015 - Mar 2016)

Teaching assistant for Interactive Data Visualization. Gave lectures on visualization tools (D3.js, Tableau, ggplot2), color theory, visualization animation and visualization interaction. Led labs for Tableau and D3.js and assisted implementation of D3 graphics.

LearnTogether
Full-Stack Developer & User Researcher (Sept 2013 - Feb 2015)

Developed requirements for a gamified professional education system. Transitioned to Full-Stack Developer after completing research in Sept. 2014. Used MySQL, Express, Node.js and AngularJS to develop a scalable learning management system.

Workday, Inc
Associate Application Developer Intern (Jun 2014 - Sept 2014)

Expanded schema and wrote/exposed APIs in Workday's development framework to build functionality of External Career Site tools. Developed predictive peer feedback algorithm surveying exisiting employees to provide opinions on job applicants in the job application process.

skills

Technical
D3.js, Javascript, Java, Html/Css, Sass, Gulp, Grunt, Node.js, Socket.IO, Express, Electron, PostgreSQL, R, Tableau

UX/Design
Illustrator, Sketch, Keynote, Rhino, Framer.js, Website Maps, Personas, Wireframing, 3D Printing, Lasercutting