

Tu Nguyen

Seattle-based Software Developer

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(206) 788-5668

Seattle, WA

TECHNICAL SKILLS

Languages and Technologies

- Proficient: Java, R, SQL, Python, JavaScript, Go, HTML, CSS, Git
- Familiar: C, NodeJS, MongoDB, Redis, Docker

EDUCATION

University of Washington

09/2015 – 06/2019

- **Major:** B.S. in Informatics, Data Science
- **GPA:** 3.81, Dean's List Recipient – 9 quarters
- **Relevant Coursework:** Data Structures and Algorithms (Java), Server-Side Development (Go), Web Programming, Relational Database Systems (SQL), Machine Learning, Computer Networks, Computer Systems

EXPERIENCE

Data Science Intern

06/2018 – 09/2018

Taunt, Seattle WA

- Independently analyzed and visualized gaming models by building scripts in R, fully automated which saves 50% of man-hours per week
- Scraped and cleaned 8000+ rows of gaming statistic every week from various APIs using Python and Excel
- Reported actionable and analytical insights to executives for effective strategic positioning in market place

Product Design Engineering Intern

09/2017 – 05/2018

Taunt, Seattle WA

- Captured user needs, product scenarios, user stories, and stakeholder feedback to guide feature development priorities, product plans, and overall product integration strategy
- Collaborated with lead product designers to test the game's usability and contribute feedback
- Operated the application to provide constant challenges and engagement to 500+ Taunt users in real-time
- Spoke and presented to non-technical stakeholders and management on certain projects and analysis

PROJECTS

Cloud-based Messaging Application

09/2018 – 11/2018

Server-Side Development, INFO 441

- Created a secure, performant, and real time messaging system utilizing Golang API Gateway
- Containerized micro-services written in NodeJS, with fully automated deployment
- Implemented using message queues (RabbitMQ), RDBMS (MySQL), containerization (Docker), and AWS (EC2)

PokéData

05/2017 – 06/2017

Technical Foundation of Informatics, INFO 201

- Collaborated in a team of 4 to design an interactive online Pokédex, an educational tool to teach children about statistics and graphs
- Utilized GitHub, HTML, CSS, and R to prototype and create the application's website
- Evaluated and validated the data with various statistical methods like t-test and linear regression
- Used R to analyze, mine, and visualize different statistics from the Pokémon API.