

HANSON NGUYEN

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Education

University of California, Davis

Sep. 2021 – June 2025

Bachelor of Science in Computer Engineering

Davis, CA

- Dean's List Fall 2021 and Spring 2022
- 3.9/4.0 Engineering GPA

Relevant Coursework

- Data Structures and Algorithms
- Circuits I
- Object-Oriented Programming
- Discrete Math
- Programming and Microcontrollers
- Engineering Design
- Intro to Digital and Analog Systems

Experience

AggieWorks

January 2023 – Present

Software Engineer

Davis, CA

- Collaborated with a team of 13 developers, designers, and project managers in an **AGILE** work environment to build a roommate matching app using **React Native**, **TypeScript**, and **Supabase**
- Leveraged **React hooks** to manage state and lifecycle methods, resulting in a smooth, seamless user experience
- Implemented a filtering system to allow students to match based on their preferences
- Incorporated data validation and error handling to prevent data inconsistencies and improve data integrity

Computers 4 Kids

October 2021 – Present

Website Editor Intern

West Sacramento, CA

- Contributed to the design and maintenance of a non-profit website aimed at providing technology access to underprivileged communities
- Developed and implemented web pages using **HTML** and **CSS** to promote e-waste recycling and affordable internet access opportunities
- Worked in a collaborative team environment to achieve the organization's goals

Projects

Workout Tracker | *React, Node.js, Express, MongoDB*

February 2023 – March 2023

- Built a full-stack workout tracker application with various features such as workout logging and exercise tracking
- Developed the backend of the application using **Node.js** and **Express**, creating API endpoints for data retrieval and manipulation
- Utilized **React context** to manage the application's state and facilitate communication between components
- Implemented user authentication and authorization using **JSON Web Tokens (JWTs)** and **bcrypt** for password hashing
- Deployed the application to a production environment using a cloud-based platform

Pokébot | *Python, REST APIs*

November 2020

- Designed and created Discord bot using **Python** and RESTful PokéAPI
- Implemented Object-Oriented Programming to create a range of commands for retrieving and presenting Pokémon-related data

Technical Skills

Languages: Python, C++, C, HTML/CSS, JavaScript/TypeScript

Technologies/Frameworks: React/React Native, Node.js, Express.js, MongoDB, Supabase (Postgres), Linux, GitHub

Developer Tools: VS Code, Git, Bash

Leadership / Extracurricular

IEEE

December 2021 – Present

Treasurer

University of California, Davis

- Collaborated with finance team and other officers to acquire sponsorships and funding for events with up to **120** attendees, comprising of students, faculty, and industry professionals
- Managed and processed reimbursements and purchases for over **30** transactions
- Secured and allocated a budget of **\$8,000+** for workshops, company representative events, and social gatherings that helped students develop their career goals and deepen their understanding of engineering fundamentals