

Hien Nguyen

201 Turk St. Apt. 325
San Francisco, CA

hienmng.github.io
hien24199@berkeley.edu

Education

University of California, Berkeley	August 2017 – May 2024 (Expected)
<i>Bachelor of Arts, Astrophysics and Physics</i>	<i>Berkeley, CA</i>
<ul style="list-style-type: none">• Courses: Classical Electrodynamics, Quantum Mechanics, Python for Astrophysicists, Multivariable Calculus, Linear Algebra and Differential Equations, Mathematical Methods in Physics	

Research Experience

Undergraduate Researcher – PyDecal Final Project	October – November, 2022
<i>University of California, Berkeley</i>	<i>Berkeley, CA</i>
<ul style="list-style-type: none">• Programmed mathematical model to fit rotation curve of the Milky Way Galaxy• Simulated a simplified 2D disk galaxy with different rotational velocity parameters to analyze the effect of dark matter	

Other Experience

Instructor	January – August, 2022
<i>Mathnasium of Pacific Heights, Novanine Industries LLC</i>	<i>San Francisco, CA</i>
<ul style="list-style-type: none">• Tutored students in K-8 mathematics using Mathnasium's custom curriculum• Collaborated with lead instructors and peer instructors in team-teaching: a system where instructors rotate between multiple students while remaining consistent with mathematical methodology and terminology• Organized and supervised summer camp math and science projects	

Research Presentations

PyDecal Final Project Presentation – Appakutty, Sonia Baskaran; Hartanto, Joselin; Nguyen, Hien; Peck, Brianna; Salop, Benjamin

Specialized Skills

Programming: Python (astropy, matplotlib, numerical differentiation and integration, object oriented programming, scipy)
Software: LaTeX, Jupyter Notebook, Google suite, Microsoft Office suite, Adobe Photoshop
Other language(s): Vietnamese (conversational), Mandarin (beginner)

Other Interests

Academic/research interests: black holes, cosmology, dark matter, dark energy, stellar physics, particle physics
Industry interests: aerospace engineering and policy
Recreational interests: movie production, game development, trying new food, history and culture