

HIEU NGUYEN

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EDUCATION

University of Florida, Herbert Wertheim College of Engineering

Bachelor of Science - Computer Science

Minor - Entrepreneurship

May 2027

Gainesville, FL

SKILLS

- **Languages:** JavaScript, Typescript, Python, C++, Go, Rust, SQL
- **Frameworks & Libraries:** React, Next.js, Node.js, Express.js, Tailwind CSS, Redux, FastAPI, Pytorch, scikit-learn
- **Tools:** Linux CLI, Git, Github, Docker, PostgreSQL, SQLite, Jupyter Notebook, Figma

EXPERIENCE

Student Assistant

May 2024 - July 2024

Goldberg Gator Engineering Explorers (University of Florida)

Milton, FL

- Instructed a cohort of 10+ high school students in programming and engineering fundamentals using Micro:bits and MakeCode, improving their coding skills through hands-on projects.
- Collaborated with the lead instructor to deliver lessons and support students with classroom activities and lessons, providing coding tips and guidance to students and resolving technology issues.
- Contributed to the program evaluation and research by distributing and documenting daily student surveys.

Undergraduate Researcher

August 2024 – Present

University of Florida

Gainesville, FL

- Co-authored a machine learning pipeline to classify roof types using 3000+ images from Google Maps API, gaining practical experience in data preprocessing, performance benchmarking, hyperparameter tuning and the PyTorch library.
- Reviewed and analyzed more than 5 research papers about machine learning and hurricane analysis, and prepared reports on the findings, enhancing my research and communication skills.
- Compiled and delivered presentations of the research and our custom pipeline results to the Principal Investigators.

Technical Member

May 2025 – Present

SwampHacks (University of Florida)

Gainesville, FL

- Led the frontend development of a web application to manage hackathon events using Typescript, React and Tailwind CSS, while learning the Go language and Docker to assist with backend features and development tooling.
- Collaborated with the design team and translated Figma mockups to interactive components, improving my teamwork skills.
- Built and thoroughly tested core frontend features using Storybook, including OAuth authentication and events-management related features in 2-weeks sprints.

SOFTWARE PROJECTS

Online Chess Platform

May 2024 – August 2024

- Engineered a chess platform with real-time gameplay using WebSocket and a Rust-powered chess engine.
- Built a responsive frontend in React and Tailwind CSS and managed deployment on a DigitalOcean server with Nginx and Flask, deepening my knowledge of fullstack development and deployment practices.

Digits Classifier

May 2023 – August 2023

- Explored core machine learning concepts by designing a neural network to classify digits from scratch using Linear Algebra and Calculus in Python, achieving up to 95% accuracy.

ADDITIONAL INFORMATION

- **Interests:** Soccer, Tennis, Fitness, College Football, Game Development
- **Other skills:** Financial Accounting, Microsoft Excel, Microsoft Word
- **Volunteering:** Pensacola Sports Mentor (2023), Chain Reaction Member (2022-2023), Ronald McDonald House Charities (2021)