Hung Nguyen

Software Engineer | Game Designer

hnguyen@cs.stanford.edu | UK: +44 7919507177   US: +1 8323610190 | cs.stanford.edu/~hnguyen

Work History

Self-Employed | Swift Game Developer

Remote | 06.2023 - Current
- Built code infrastructure using RealityKit/ARKit and The Composable Architecture
- Integrated MLCore algorithms using Vision and Sound Analysis with immersive content
- Utilized SwiftData and CloudKit infrastructure for automatic data storage/saves management

Three Space Lab | VR/AR Software Engineer

Remote | 08.2020 - 06.2023
- Integrated services into PC/standalone VR Unity projects (e.g. Google Analytics, Zoom, Discord)
- Developed networked 2D and 3D interaction systems & interaction features
- Built Swagger wrapper client to manage cloud file sync with integration tests

The Wall Lab | Mobile Software Research Assistant

Stanford, CA | 01.2020 - 08.2020
- Offloaded gameplay images to S3, and allow for dynamic loading as needed
- Incorporated fun into prototype experiences using ARKit and competitive game modes

Apple | Software Engineering Intern

Cupertino, CA | 06.2019 - 09.2019
- Designed and developed an internal SceneKit-ARKit visualization framework
- Integrated and optimized new CV algorithms across devices while visualizing the related telemetry

OneWeb | Software Engineering Intern

Hybrid/Los Altos, CA | 06.2017 - 06.2017
- Created and deployed a cross-platform AR attitude application for offline, low-power use
- Led weekly meetings and presentations; collaborated with other teams to deliver metrics

Other Experiences

Stage One Education | Workshop Instructor

Boston, MA | 03.2022 - 03.2023
- Taught secondary school students Arduino/CAD workshops

Fidelius | Software Engineering Researcher

Stanford, CA | 03.2018-07.2018
- Implemented API to help transfer I/O data between origin server and an Intel SGX enclave

Education

Stanford University | Computer Science

Palo Alto, CA | 09.2016 - 06.2020
- **System Courses:** Operating Systems, Intro to Cryptography, Computer & Network Security, Web Programming Fundamentals, Programming Languages, Compilers
- **Design Courses:** VR: The Possibility and Peril of Immersive Art, Designing Serious Games, Intro to Mechatronics, Design for Accessibility