

HUNG NGUYEN

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Relevant Work History

Three Space Lab | VR/AR Software Engineer
Remote | 08.2020 - Current

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

The Wall Lab | Software Research Assistant for Mobile Applications
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
Los Altos, CA (Hybrid) | 06.2017 - 06.2017

- Designed 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 | 03.2022 - Present | Workshop Instructor

- Taught secondary school students Arduino/CAD workshops

AutoTA | 03.2020 | UI/UX Developer

- Designed a friendly & non-intrusive interface for a debugging pedagogical add-in to RStudio

Fidelius | 03.2018-07.2018 | Software Engineering Researcher

- 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