

# Han Nguyen

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## EDUCATION

**Georgia Institute of Technology, College of Computing**

*Atlanta, GA*

*B.S in Computer Science*

*Expected Graduation: December 2024*

**Georgia State University, Perimeter College**

*Clarkston, GA*

*Associate of Science*

*Graduation: May 2019*

## TECHNICAL SKILLS

**Programming languages:** Java, Python, C, Assembly, Latex, SQL, HTML/CSS

**Developer Tools:** IntelliJ, VS Code, PyCharm, MySQL, Docker, GitHub

**Data Analysis/ML:** NumPy, MATLAB

**Relevant Coursework:** Machine Learning, Artificial Intelligence, Computer System and Networks, Data Structures and Algorithms, Object-Oriented Programming

## PROJECTS

**Airline Management Application** | *MySQL, Python, Git, PyCharm*

*Spring 2023*

- Implemented a full-fledged stand-alone application for the Airline Management with Database System using PyQt6 integrated with MySQL server which the user can interact with.
- Translated the raw data of airline system into EERD (Enhance Entity-Relationship Diagram)
- Converted the EERD of airline system into relational schema and handled constraints.
- Implemented stored procedures and views which allows the system operators to query and modify the database using MySQL.

**Game Boy Emulator** | *C, VS Code, Nin10kit GBA*

*Spring 2023*

- Created a simple interactive graphical application using C that runs on a Game Boy Advance emulator.
- Applied Nin10kit GBA with Mode 3 - Bit Map to set up background and sprites.
- Implemented game logic using C language for sprite's movement and collision between objects.

**Tower Defense Game** | *Java, JavaFX, Scene Builder, Git, IntelliJ*

*Spring 2022*

- Used UML (Unified Modeling Language) to represent the architectural properties of the system.
- Integrated Scene Builder with IntelliJ using the JavaFX library to create the game screen and multiple functions for the players.
- Implemented the logic of different objects using Object Oriented Programming combined with JavaFX programming to control object's movement and other features of the game.

## ACADEMIC ACTIVITIES

**Peer 2 Peer Mentoring Program (P2P)** - *Atlanta, GA*

*August 2020 - May 2021*

- Attend bi-monthly meetings with an assigned group of Georgia Tech students to discuss professional development topics for academic enrichment in STEM field.
- Communicate with assigned mentor regularly for long-term education and strategies for self-development such as communication, researching, and interpersonal skills.

## AWARDS

**2017-2018 GSU STEM Student Scholar Award**

*April 2018*

**2016-2017 GSU STEM Student Scholar Award**

*April 2017*

- Being awarded for successful achievement in STEM field for 2 academic years in a row.