EMERIE NGUYEN

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Education

University of South Florida   **August 2022 – December 2025**

Bachelor of Science in Computer Science - GPA: 3.7   *Tampa, FL*

Relevant Coursework: Data Structures, Algorithms Analysis, Database Design, Operating System, Secure Coding, Social Network Analysis, Computer Architecture, User Experience Design.

Technical Skills

Languages: C++/C, C#, Python, HTML/CSS, JavaScript, SQL, JAVA, Ruby.

Technologies/Frameworks: ReactJS, React Native, Kaboom.js, Node.js, Git, Postgres, MySQL, FireBase, Appwrite, Bootstrap, Unix, Linux, OpenAI API, Context API, Discord API, Web Scraping, VS Code, Google Cloud Console.

Experience

Software Developer Intern   **Jul. 2024 – Oct. 2024**

SASE, Org.   *Tampa, Florida*

· Collaborated with a team of **5 developers** to build an **AI-powered** platform using React, Firebase, and OpenAI API that processes **1,000+ weekly user interactions**.

· Secured **$3,000** in funding from the SASE by presenting a **C4 model** software architecture to develop the project.

· Reduced security vulnerabilities by **50%** and achieved an **85%** accuracy rate in understanding and responding to user queries by engineering effective **AI prompts**.

· Showcased **AI engineering** skills by creating secure data handling protocols and machine learning algorithms, allowing the system to process real-time data quickly and accurately.

· Increased student engagement by **70%** during the pilot phase, helping over **500 active users** easily access important resources and information.

Software Engineer Intern   **May 2024 – Aug. 2024**

Resilience, Inc.   *Tampa, Florida*

· Collaborated with a team of **8 engineers** to design and develop an educational mobile app using React Native, completing **12 development sprints** and delivering all assigned features on time.

· Improved application performance by resolving **20+ tickets** including **data and performance bugs** across project lifecycle, achieving a **30%** reduction in loading time and a **20%** boost in user engagement.

Teaching Assistant for Data Structure   **Dec. 2023 – May 2024**

College of Engineering, USF   *Tampa, Florida*

· Conducted weekly online lectures for **40+** students, delivering detailed explanations of complex course materials.

· Assisted students with homework and project questions, offering constructive feedback and personalized support to strengthen students' success.

Projects

Job Sniper | *JavaScript, Node.js, Discord API, Web Scraping*   **Sep. 2024 – Oct. 2024**

· Built a **Discord bot** to help students keep track of job openings by gathering job postings from specific websites through **web scraping**, improving job application efficiency.

· Implemented **Node.js** and **Discord API** to send **real-time job notifications** to a private server, cutting job searching time for students.

· Successfully hosted the bot on a static server, ensuring continuous monitoring and timely notifications, with job updates delivered within **5 minutes** of their appearance.

Stock Forecast | *C#, .NET, Windows Forms, GUI*   **Apr. 2024 - Jul. 2024**

· Designed and developed a **.NET application** leveraging Fibonacci retracement levels to predict the probability of stock trend continuation or reversal.

· Created an algorithm to calculate likelihood scores for evaluating stock price alignment and potential future movement.

· Added **real-time data processing** and interactive features, allowing users to analyze candlestick patterns, adjust settings, and test hypothetical price scenarios.

· Delivered detailed candlestick and line chart visualizations to assist user understanding of market dynamics and support data-driven trading strategies.

Super Mario Clone | *JavaScript, Kaboom.js, Appwrite*   **Jan. 2024 - Mar. 2024**

· Engineered a fully interactive Super Mario clone, complete with dynamic levels, enemy AI, and real-time score tracking, recreating the magic of the iconic game.

· Designed and implemented a secure **authentication system** using **Appwrite**, enabling players to create accounts, log in, and save their highscores.

· Utilized **Kaboom.js** to craft smooth animations and responsive controls, creating an engaging player experience.