Huan Nguyen

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EDUCATION

University of Washington — Seattle, WA

BS in Computer Engineering, Minor in Data Science, Minor in Leadership — *Sept. 2022 - December 2025*

- **GPA**: 3.58, Dean's List 2024, 2025
- **Extracurriculars**: WiC (Women in Computing), COM2 (Computing Community), and PMA (PM Association)
- **Foster Leadership Academy** Certification, awarded May 2024

Relevant Coursework: Data Management, Project Management, Leadership Theory, HCI, Intro to AI, Digital Design, Computer Security, Data Structures & Algorithms, Hardware/Software Interface, Graphic Design, GIS, MGMT & ENTRE Essentials

SKILLS

Programming/Hardware Languages: Java, Python, HTML/CSS, SystemVerilog, C, MySQL, JavaScript, R
Developer Tools: Git, Linux, Vim, VSCode, IntelliJ, Eclipse IDE, Figma, Microsoft Azure, QGIS, CI/CD pipelines
Professional Certifications: Microsoft Word 2013, Microsoft PowerPoint 2013, Microsoft Excel 2013
Project Management & Workflow Tools: Agile/Scrum, Trello, Slack, Google Workspace, Asana Workflow

EXPERIENCE

12X Open Access – *Undergraduate Researcher* — Jan. 2024 - June 2025
University of Washington - Paul G. Allen School of Computer Science & Engineering — *Seattle, WA*

- Created an accessible, and inclusive open access platform on **GitLab** for use in **30+** high schools across WA.
- Interviewed teachers and professors at varying levels of education.
- Presented research at showcases, demonstrating innovative solutions and engaging with faculty and peers.

WiC Social Media Committee – *Committee Member* — Oct. 2023 – June 2024
Women in Computing at University of Washington — *Seattle, WA*

- Increased club awareness and engagement by **60%** with a multi-platform social media strategy on **Canva**.
- Led the creation of 2 new series of social media content, increasing social media interactivity.
- Collaborated with cross-functional teams to update and improve the website using **React**.

Girls Who Code – *Summer Intern* — June 2021 – Aug. 2021
Girls Who Code — *Seattle, WA*

- Earned beginner-level badges in **HTML**, **CSS**, and **JavaScript** for web development.

PROJECTS

Tactile Art - Project Manager | *CSE Capstone*

- Designed and developed an accessible full-stack website using **HTML/CSS**, integrating a **Firebase** database.
- Collaborated globally with clients and mentors, applying **design justice principles** and iterations from feedback.
- Prototyped in **Figma** and implemented screen reader-compatibility, prioritizing accessibility for low-vision artists.

TabTrap - Product Manager | *DubHacks Hackathon*

- Led a team of 3 engineers in a fast-paced enviroment to build a smart **Chrome extension** for fuzzy tab search.
- Drove **AI-powered** tab grouping development by defining requirements using **Gemini's API**.
- Pitched TabTrap to judges, incorporating user feedback data and rapid **UX iterations**.

DevSync - UI/UX Lead | *Husky Coding Project*

- Led a team of 6 engineers to build a webapp connecting college developers with projects and collaborators.
- Defined **product roadmap** & MVP priorities, creating specs and aligning engineering & design.
- Managed **UI/UX** design & **frontend**, prototyping in **Figma** and coordinating **React/Node** development.

VOLUNTEERING

Vietnamese Martyrs Parish – *Chapter Secretary* — 2021 – Present
Vietnamese Eucharistic Youth Movement, Youth & Young Adult Faith Formation — *Tukwila, WA*

- Managed communications, social media for **400+ students**, and coordinating **5+ annual parish events**.
- Organized and executed highly successful 3-day annual retreats for **70+** students, leading a team of catechists.
- Guided the implementation and management of a classroom of **60+** student leaders weekly.