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: Project Management, Leadership Theory, Data Management, 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, System Verilog, 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 | 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.

AffirmMe | DubHacks Hackathon

- Designed and prototyped the UX/UI of the app using Figma, creating intuitive graphics and user flows.
- Built an Android and Alexa app for text-to-speech affirmations using JavaScript and Flutter within 48 hours.
- Collaborated in a fast-paced team, contributing to brainstorming, project development, and problem-solving.

SmartSecure Security System | Ardunio, FreeRTOS, C, Embedded Systems

- Implemented a customized security lockbox using a real-time preemptive operating system in FreeRTOS on an Arduino MEGA to manage multiple tasks in a time-sensitive embedded system.
- Integrated external devices (keypad, LCD, ultrasonic sensor, servo, and potentiometers) for an interactive system.

Volunteering

TS3 Confirmation - Youth Leader

2021 - Present

Vietnamese Martyrs Parish

 $Tukwila,\ WA$

- Organized and executed highly successful 3-day annual retreats for 70+ students, leading a team of catechists.
- Guided the successful implementation and management of a classroom of 60+ student leaders weekly.