

Hung Nguyen

engineering software intern

with a focus of web development

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EDUCATION

UNIVERSITY OF BRITISH COLUMBIA

BASC IN COMPUTER ENGINEERING

June 2022 | Vancouver, BC

Curriculum: electrical engineering
and computer science

COURSEWORK

Full-stack web development
Object-oriented design
Graphs and concurrency
Searching and sorting algorithms
Basic data structures
Machine and assembly language
Operation of microcomputers

SKILLS

PROGRAMMING

Languages:

JavaScript • Java • C • C++

Python • C# • TypeScript

Verilog • Assembly

Tools and technologies:

CSS • HTML • React.js

Node.js • GraphQL

Git • Latex • Unix/Linux

SOFT SKILLS

Bilingual Communicator

English • Vietnamese • Chinese

LINKS

Github:// [hungnguyen3](https://github.com/hungnguyen3)

Website:// hungnguyen3.github.io

LinkedIn:// [Hung Nguyen](#)

Email:// hungln01@gmail.com

YouTube:// [Hung Nguyen](#)

TECHNICAL PROJECTS

REACT COMPUTER SHOP | [website](#) | [github](#)

August 2020

- Utilized Context API, React Router, and PropTypes from React.js library to render an online E-commerce website selling computer hardware.
- Designed the UI using Bootstrap, Styled Component, and Font Awesome

T-SHIRT ECOMMERCE WEBSITE | [website](#) | [github](#)

July 2020

- Developed an online E-commerce shop using HTML, CSS and JavaScript.
- Designed the UI features using Font Awesome and Google Font API.
- Products were fetched and rendered from Contentful API.
- Cart items are stored inside local storage.

WIKIPEDIA AND GRAPH DATABASES | [github](#)

December 2019

- Worked in Java to build a server-based application for interacting with Wikipedia and handling requests from multiple users simultaneously.
- Implemented request handlers to deal with requests like searching, getting links and getting trending results from Wikipedia through Jwiki API.
- Created a cache that stores information retrieved from Wikipedia for performance enhancement.
- Created a multithreaded server that can handle many users' requests at the same time in the form of J-SON formatted strings.

FINDING CHERRIES GAME | [website](#) | [github](#)

July 2020

- Developed a 2D single-player, third-person game using the Unity engine.
- Implemented a player, AI enemies, and other game features including multiple stages, collecting cherries, and character animations using C#.

DANCING ROBOT | TEAM PROJECT | [youtube](#)

February 2020

- Designed and developed a dancing robot, capable of switching between 6 dance moves in Python. Additionally, it can display images on an LCD screen, play music through a Piezo buzzer, and display RGB lights.
- Created and tested dance moves through controlling 4 servo motors.
- Created and tested RGB lights display.

LINE TRACKING ROBOT | TEAM PROJECT | [youtube](#)

March 2020

- Built an autonomous robotic vehicle and a web app remote control for the robot in Python and HTML. Capable of IR line tracking, dynamic room and route mapping, object avoidance, and colored object detection.
- Created color detection through utilizing open CV library on Python. Controlled the robot to move accordingly to the traffic lights.
- Implemented object avoidance algorithm on the robot using 3 sonar sensors.