

Hung Nguyen

software engineering intern

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EDUCATION

UNIVERSITY OF BRITISH COLUMBIA

BASC IN COMPUTER ENGINEERING

June 2022 | Vancouver, BC

Curriculum:

- electrical engineering
- computer science

SKILLS

PROGRAMMING

Languages:

JavaScript • Java

C/C++ • TypeScript

Python • C#

Verilog • Assembly

Tools and technologies:

React Native • React.js

Node.js • GraphQL

AWS • MySQL

CSS • HTML

Jest • Travis CI

Git • Latex

Unix/Linux

COURSEWORK

Full-stack web development

Object-oriented design

Algorithm design and analysis

Algorithms and data structures

Machine and assembly language

Operation of microcomputers

SOFT SKILLS

Bilingual Communicator

English • Vietnamese • Chinese

LINKS

Github: [hungnguyen3](#)

Website: [hungnguyen3.github.io](#)

LinkedIn: [Hung Nguyen](#)

Email: hungln01@gmail.com

YouTube: [Hung Nguyen](#)

TECHNICAL PROJECTS

LOST PETS FINDER-ANDROID APP | [github](#)

October 2020

- Worked in React Native and Node.js to build an android mobile app that helps people to find and reunite with their lost pets.
- Implemented a Rest API server using Node.js to handle data transfer between MySQL database and the front end.
- Created a fully functional front end capable of posting and deleting posts of lost/found pets at MySQL and AWS S3 databases.
- Fetch data from AWS Rekognition API to analyze the pets' colors, animal classes, breeds, etc. to match and return the most similar posts to the users.

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.

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.