LINDA NGOC NGUYEN

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EDUCATION

British Columbia Institute of Technology
September 2020 - April 2022 Graduation Date

- Full Stack Web Development Diploma (89%)

Juno College
July 2020 - September 2020

- Web Development Bootcamp

LANGUAGES & TECHNOLOGIES

HTML5, CSS3, JavaScript ES6, TypeScript

LIBRARIES & FRAMEWORKS

React, Next.js, Node.js, Express.js, Jest, Tailwind CSS, Unity

TOOLS & PLATFORMS

Git, Heroku, Netlify, ESLint, Figma

RELEVANT EXPERIENCE

Venture Xperience Protothon (VXP)
Web Developer — *January 2021 - September 2021*

- Collaborated in a team utilizing **Agile Scrum Methodology** to organize the first design-focused virtual hackathon in Western Canada with over 300 attendees, 12 sponsors, and 18 panelists worldwide.
- Developed and maintained the hackathon's website using **HTML5, CSS3, JavaScript ES6, React, Next.js**, and **Tailwind CSS** based on provided prototypes and client specifications while adhering to strict deadlines.
- Deployed the website via **GitHub Actions** and **AWS Amplify** to manage the development lifecycle with automated deployments through a CI / CD pipeline while logging bugs in GitHub Issues.

TECHNICAL EXPERIENCE

Runik Open-Source Application – Awarded Best Term Project
Interdisciplinary Student Project — *September 2021 - December 2021*

- Built a responsive web application using **HTML5, CSS3, JavaScript ES6, React, Node.js, Next.js**, and **Tailwind CSS** in a group of six while coordinating project management with **Agile Scrum Methodology** and **ClickUp.**
- Maintained code across the development lifecycle and debugged over 20 unique bugs and made use of the development branch to test the stability of the application before merging code into the main branch.
- Integrated a fuzzy search using **Fuse.js** to streamline browser searches in a database of hundreds of book titles while utilizing the Fandom API to generate book-specific dictionary terms for the Kobo eReader.
- Corrected accessibility issues by adhering to **W3C Accessibility Guidelines** and the **Google Lighthouse** tool.

Abyssal Unity Game – Awarded Best Term Project
Interdisciplinary Student Project — *February 2021 - May 2021*

- Programmed a browser-based 2D Metroidvania platformer game using **C#** in **Unity** to implement simple AI for characters, enemies, bosses, environmental triggers, and created reusable components when appropriate.
- Coordinated with designers to create an optimal user experience (UX) and user interface (UI) by applying core design and interactive design principles through prototypes and assets made with **Figma** and **Adobe Photoshop**.

AWARDS

AYLUS Humanity Hacks - Awarded Best Education Hack
Participant — *December 2021*

- Designed, coded, and deployed a web application through **Heroku** using **Figma, JavaScript ES6, React, HTML5**, and **CSS3** to provide a free, fun, and accessible learning platform for young children.

Intrapreneur Edge Program Participant – Presentation Winner
BCIT Event in Partnership with Microsoft — *February 2021 - April 2021*

- Researched, created, and pitched a presentation to encourage customer obsession for a time-tracker application on the Microsoft Surface Duo in a team of four students from different academic backgrounds.