LINDA NGOC NGUYEN









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

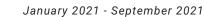
React, Next.js, Node.js, Express.js, Jest, Tailwind CSS, Unity

TOOLS & PLATFORMS

Git, Heroku, Netlify, ESLint, Figma

RELEVANT EXPERIENCE

Venture Xperience Protothon (VXP)
Web Developer



- 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.