Linda Ngoc Nguyen

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Skills

Languages & Technologies
HTML5, CSS3, JavaScript (ES6), TypeScript

Libraries & Frameworks
React, Next.js, Node.js, Express.js, Jest, Tailwind CSS, Unity

UI / UX Design
Figma, Adobe XD, Photoshop

Tools & Platforms
Git, Heroku, Netlify, ESLint, Prettier

Project Management
GitHub, Agile Scrum Methodology, Trello, ClickUp, Miro

Education

British Columbia Institute of Technology
Full-Stack Web Development Diploma
Multifaceted diploma program that focuses on small cohort-based class sizes to learn front-end and back-end web development languages. The front-end portion focuses on using HTML5, CSS3, and JavaScript (ES6) while the back-end portion teaches Node.js, PHP, ASP.NET, and MySQL.
Vancouver, BC
GPA - 89%
Sep. 2020—Present

Juno College
Web Development Bootcamp
Beginner-friendly course that introduced the fundamentals of HTML5, CSS3, and JavaScript (ES6) to create a responsive website.
Toronto, ON
Jul. 2020—Sep. 2020

Projects

Runik Web Application – Best Term Project Award
Interdisciplinary Student Project   *Sep. 2021 – Present*
Website: https://www.vxpdesign.ca
GitHub: https://github.com/Runik-3/runik-app

- Developed a responsive web application using JavaScript (ES6), React, Node.js, Next.js, and Tailwind CSS based on high-fidelity prototypes designed in Figma following W3C accessibility standards in a small group of six.
- Integrated a fuzzy search using Fuse.js to streamline the search process when filtering through a database of books and definitions generated from the Fandom API.
- Created, resolved, and oversaw all bug reports via GitHub Issues while utilizing the development branch to test the stability of the application before any merges to main.

Abyssal Unity Game – Best Term Project Award
Interdisciplinary Student Project   *Feb. 2021 – May 2021*
Website: https://abyssal-website.herokuapp.com/

- Developed a browser-based 2D Metroidvania platformer game using C# in Unity while implementing artificial intelligence for character attacks, enemies, bosses, and environmental triggers.
- Created a user story map in Miro using data from surveys to outline the minimum viable product for development using Agile Scrum methodology in a small team of three designers and three full-stack developers.

Intrapreneur Edge Program Participant – Presentation Winner
BCIT Event (in partnership with Microsoft)   *Feb. 2021 – Apr. 2021*

- Created a presentation for a case competition based on providing an optimal user experience for a time-tracker application on a Microsoft Surface Duo in a team of three.
- Researched the target demographic, competitors, and devised a customer obsession strategy based on the qualities of a time-tracker application on a dual-screen device.

Twilight Drive-In Website Redesign
Agile Software Development Project   *Jan. 2021 – Feb. 2021*

- Redesigned an existing website using a mobile-first design strategy and coded the website using HTML5, CSS3, JavaScript, and Node.js.
- Designed and implemented a minimum viable product and added new features based on assigned tasks through Trello while using Agile Scrum methodology.

Relevant Experience

Venture Xperience Protothon (VXP)
Web Developer   *Jan. 2021 – Sep. 2021*
Website: https://www.vxpdesign.ca
GitHub: https://github.com/jsam07/vxp-server

- Collaborated with Simon Fraser University students to organize the first design-focused hackathon in western Canada with 300 attendees and 18 event organizers while meeting all goals within a deadline.
- Developed a responsive website using JavaScript (ES6), React, Next.js, and Tailwind CSS using W3C accessibility principles based on high-fidelity prototypes.
- Deployed the website using GitHub Actions and AWS Amplify to manage the development lifecycle while automating deployments through a CI / CD pipeline with updates communicated in ClickUp.