

Jason Nguyen

+1(315)975-8809 | jnn2@buffalo.edu

Cicero, NY | <https://www.linkedin.com/in/jason-nguyen-360b7b275>

EDUCATION

SUNY University at Buffalo

December 2025

Bachelor of Science, Computer Science

GPA 3.12

Relevant Coursework: *Systems Programming, Data Structures, Algorithms and Complexity, Discrete Structures, Software Engineering Concepts, Computer Security, Distributed Systems, Linear Algebra, Calculus 1, 2, & 3*

EXPERIENCE

ARISE Adaptive Design

May 2024 - August 2024

Adaptive Design Intern

- Assisted in fabricating adaptive equipment and developing early childhood mobility devices, utilizing 3D printing, CAD, and electronics to enhance design efficiency. Created reference documentation and social media content, boosting program visibility and streamlining equipment access. Disseminated AAD services to local schools and healthcare facilities, expanding outreach. Supported design workshops and managed data and documentation, contributing to improved service delivery and organized records.

CitiBank

February 2023 - April 2023

Data Entry

- Managed data entry tasks with precision, ensuring accurate and timely input of information into databases. Developed and maintained documentation, which streamlined data retrieval and reporting processes. Coordinated with team members to verify data integrity and resolve discrepancies, enhancing overall data quality. Implemented efficient data management practices, leading to improved workflow and operational efficiency.

PROJECTS

Godot Game | GDScript, Git

- Developed a game using GDScript, implementing core gameplay mechanics and features, which resulted in an engaging and functional gaming experience. Designed and optimized game assets and scripts, enhancing performance and user interaction. Documented development processes and code, facilitating easier maintenance and future updates.

Project Euler | Java, Scala, Python

- Solved Project Euler problems by developing and optimizing algorithms, which improved problem-solving skills and mathematical understanding. Documented solutions and methodologies, enhancing clarity and knowledge sharing.

LEADERSHIP & COMMUNITY INVOLVEMENT

UB Open Source Club

September 2021 - December 2021

- Collaborated as an open source club member to develop indie games, contributing to coding, design, and testing, which enhanced project quality and innovation. Participated in brainstorming sessions and provided feedback, which improved game features and user experience.

North Area Youth Soccer

August 2017 - May 2018

- Officiated youth league soccer matches, ensuring fair play and adherence to rules, which contributed to a positive and organized game environment. Managed game flow and made real-time decisions, maintaining the integrity of the match and ensuring player safety.

SKILLS

Technical /Computer Skills: Proficiency with Object Oriented Programming

Languages: Java, Scala, Go, Python, C, C++, C#, Javascript, GDScript