Jason Nguyen

jasonbaoduy@gmail.com | (248) 760-1184 | linkedin.com/in/jasonbaoduy | jasonbaoduy.com

EDUCATION

Lawrence Technological University, *Southfield, MI*   **Graduation Date: May 2026**
Bachelor of Science, Computer Science (GPA: 3.41)
- Dean's Honor List

WORK EXPERIENCE

Lawrence Technological University, *Southfield, MI*   **Jan 2025 – Present**
Undergraduate Teaching Assistant
- Navigates 30+ students in Calculus Lab with a step-by-step process to understand the concepts of Calculus 1 & 2 while answering their lecture questions
- Guides the use and navigation of RStudio and explains the R Program Language on how it compiles and executes

Nails 4 U, *Sterling Heights, MI*   **Feb 2022 – Present**
Assistant Manager
- Manages schedules for 10+ employees and set up appointments for 1000+ customers with thorough communication
- Checked-in and Checked-out over 3000+ customers while answering their questions and necessities
- Advertises and spread media presence by 500% with 600+ reviews, 450+ followers and 15000+ views across social media

Paris Banh Mi & Bakery, *Troy, MI*   **Jul 2023 – Aug 2024**
Team Member
- Collaborated with 5+ co-workers to ensure smooth service with thorough communication with kitchen staff and team members and served 500+ customers
- Adapt to situations that require teamwork and interpersonal skills to take in all new experiences and grow from them

LEADERSHIP & INVOLVEMENT

Lawrence Technological University, *Undergraduate Research Assistant*   **Feb 2025 – Present**
- Researches on Robotics under Professor Wisam Bukaita and how LiDAR is used to simulate an environment to avoid obstacles and surrounding areas
- Experiments with Unitree Go2 in ROS Noetic and collect data to simulate the application use of a Robot Rescue Dog in dangerous environments

Men's Volleyball (LTU MVB), *Team Manager*   **Sep 2024 – Present**
- Organizes 10+ routines and drills throughout practice and warm-ups
- Assists the coaches with tracking and inputting statistical data and percentages of 20+ players in Excel
- Collaborates with 30+ players, coaches, and team managers to allow a positive and engaging environment

College of Arts and Sciences Newsletter (LTU CoAS Newsletter), *Editor in Chief*   **Nov 2023 – Present**
- Researches campus opportunities on jobs, research positions, and internships monthly
- Writes reports on academic highlights of Lawrence Tech students, campus life updates, and tracking 30+ athletic team records
- Edits and finalizes the newsletter for publishing by sending it in to Yellow Flag Productions for the design phase
- Conducts 2+ interviews with Lawrence Tech professors on their viewpoints of using virtual reality and artificial intelligence for an immersive education experience through studying, efficiently learning concepts, and providing perceived hands-on learning

Lawrence Tech Esports, *Varsity Player*   **Oct 2023 – Present**
- Team player and mood energizer to boost morale for the entire Esports team of 50+ players and coaches
- Communicative and actively listening in-game to provide great synergy and teamwork to 8+ players in Lawrence Tech's roster for VALORANT

SKILLS & PROJECTS

Skills:
- Python, Java, JavaScript, C++, C#, C, SQL, R Programming Language, 68K Assembly, OpenSCAD, CSS, HTML, HTML5
- Microsoft Word, Excel, PowerPoint, Access, Visual Studio, Eclipse, RStudio, WSL/Ubuntu, EASy68K, Dreamweaver, Bambu Studio, ROS Noetic, MySQL

Projects:
- Built Personal Computer & Keyboards
    - Analyzed in-depth what parts are compatible and built the components with perseverance and patience while following a manual step-by-step
    - Debugged any errors that popped up and looked into BIOS to update firmware and under-clocked CPU by 10% and over-clocked RAM by 5%
    - Assembled 3 Keyboards with different switches, keycaps, layouts, and designs within budget and deadline constraints
- Hosted a VR event with the collaboration of Professor Franco Delogu
    - Showcased research to over 50+ students and professors on how VR equipment can revolutionize education through hands-on learning capabilities and allow interaction with objects and concepts
    - Led a hands-on Virtual Reality demonstration with 15+ volunteers, showcasing its application in immersive education by guiding interactive explorations of the human body and brain in a virtual environment
- Developed an AI-assisted game for the Blind
    - Created a 2D dungeon game that is designed for blind and visually impaired players through Java
    - Implemented AI-assisted narration, sound stage, and haptic feedback to allow an immersive experience