

Jason Nguyen

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EDUCATION

Lawrence Technological University, Southfield, MI
Bachelor of Science, Computer Science (GPA: 3.41)

- Dean's Honor List

Graduation Date: May 2026

WORK EXPERIENCE

Lawrence Technological University, Southfield, MI
Undergraduate Teaching Assistant

Jan 2025 – Present

- Undergraduate TA for Calculus Lab and R Programming Language
- Navigates 30+ students 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
Assistant Manager

Feb 2022 – Present

- 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
Team Member

Jul 2023 – Aug 2024

- Collaborated with 5+ co-workers to ensure smooth service with thorough communication with kitchen staff and team members
- Adapt to situations that require teamwork and interpersonal skills to take in all new experiences and grow from it

LEADERSHIP & INVOLVEMENT

Lawrence Technological University, Undergraduate Research Assistant

Feb 2025 – Present

- Undergraduate Research Assistant under Professor Wisam Bukaita
- Researches Robotics 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 as Team Manager for Men's Volleyball
- 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

- Hosted a VR event with the collaboration of Professor Franco Delogu to showcase research on VR equipment and its use in immersive education while guiding a demonstrative use of interacting with Virtual Reality to 15+ volunteers
- Interviewed Professor Paula Lauren about her insights on The Future of Artificial Intelligence in Education at Lawrence Technological University
- Interviewed Professor Franco Delogu about Navigating Virtual Realms and its use of Immersive Education through studying, learning concepts, and perceived hands-on learning experiences in Virtual Reality
- Researches, writes, and edits campus updates, academic highlights, campus life, and interviews in 2+ Newsletters

Lawrence Tech Esports, Varsity Player

Oct 2023 – Present

- Professional Varsity Player representing the Lawrence Tech roster for VALORANT
- 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

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
 - Demonstrated the use of Virtual Reality through 15+ volunteers and guided them to interact with the human body and concepts of the brain in its virtual world
- 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