Jason Nguyen

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EDUCATION

Lawrence Technological University, *Southfield, MI* Graduation: May 2026
Bachelor of Science, Computer Science
- Cumulative GPA: 3.41/4.00
- Dean's List: 2/5 Semesters

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 programming 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 addressing their needs
- 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, *Southfield, MI* Feb 2025 – Present
Undergraduate Research Assistant
- Research 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 in Excel to simulate the application use of the Robot Rescue Dog in dangerous environments and condition monitoring

Lawrence Tech Men's Volleyball, *Southfield, MI* Sep 2024 – Present
Team Manager
- Organizes 10+ routines and drills throughout practice and warm-ups for the #1 Men's Volleyball team in WHAC and #3 in the nation at NAIA
- 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

The Blue Times Newsletter, *Southfield, MI* Nov 2023 – Present
President, Editor in Chief
- Researches campus opportunities on jobs, research positions, internships, and highlights student organizations in a monthly report
- Writes reports on academic highlights of Lawrence Tech students, campus life updates, and tracks 30+ athletic team records
- Edits and finalizes the newsletter for publishing by sending it 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, *Southfield, MI* Oct 2023 – Present
Varsity Player
- 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 for the #2 VALORANT Esports team in WHAC

TECHNICAL SKILLS & PROJECTS

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

Projects:
- Built Personal Computers & 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 the CPU by 10% and over-clocked the RAM by 5%
  - Assembled 3 Keyboards with different switches, keycaps, layouts, and designs within budget and deadline constraints
- Hosted a VR Event
  - 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 with the collaboration of Professor Franco Delogu
  - 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