

Jason Nguyen

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EDUCATION

Lawrence Technological University, Southfield, MI
Bachelor of Science, Computer Science

Graduation: May 2026

- Cumulative GPA: 3.41
- Dean's List: 2 Semesters
- All-Academic Team: 3 Awards in Esports and Men's Volleyball

WORK EXPERIENCE

Lawrence Technological University, Southfield, MI
Undergraduate Teaching Assistant

Jan 2025 – Present

- Navigates 30+ students in Calculus Lab with a step-by-step process to understand the concepts of Calculus 1 and 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

The Blue Times Newsletter, Southfield, MI
President

Nov 2023 – Present

- Researches campus opportunities, jobs, research positions, and internships in a monthly report as the student newsletter at Lawrence Technological University
- Writes reports on academic highlights of Lawrence Tech students, student organizations, 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
- Collaborated with Professor Paula Lauren and Professor Franco Delogu in an interview on their perspectives on using virtual reality and artificial intelligence for an immersive education experience through studying, efficiently learning concepts, and providing perceived hands-on learning

Nails 4 U, Sterling Heights, MI
Assistant Manager

Feb 2022 – Present

- Manages schedules for 10+ employees and set up appointments for 2000+ 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
Team Member

Jul 2023 – Aug 2024

- 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

INVOLVEMENT

Lawrence Technological University, Southfield, MI
Undergraduate Research Assistant

Feb 2025 – Present

- 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 and collect data in Excel to simulate the applications of robot dogs in dangerous environments and condition monitoring
- Research on Software Engineering under Professor Destiny Anyaiwe and Professor Wisam Bukaita on the impact and roles of the blind and visually impaired in the software engineering industry

Lawrence Tech Men's Volleyball, Southfield, MI
Team Manager

Sep 2024 – Present

- 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

Lawrence Tech Esports, Southfield, MI
Social Media Manager

Apr 2025 – Present

- Created engaging media content to promote events, tournaments, and highlights, increasing engagement for the #2 VALORANT Esports team in WHAC
- Managed live social media coverage of esports events and tournaments, boosting real-time engagement and visibility
- Collaborated with teammates, coaches, and the director to ensure consistent branding and timely communication of team news, rosters, and achievements

PROJECTS

- Personal Portfolio Website
 - Created portfolio website through GitHub that includes projects, work experience, skillsets, involvement, and about me
 - Programmed portfolio website using SCSS, CSS, JavaScript, and HTML
 - Created a domain and linked the GitHub repository to redirect traffic to jasonbaoduy.com
- AI-Assisted Game for the Blind
 - Developed 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
- Hosted a VR Event
 - Showcased research to over 50+ students and professors at Lawrence Technological University 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

TECHNICAL SKILLS

- **Programming Languages:** Python, Java, JavaScript, C++, C#, C, SQL, R, 68K Assembly, OpenSCAD, CSS, SCSS, HTML, HTML5
- **Developer Tools:** 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