Jason Nguyen

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EDUCATION

Lawrence Technological University, *Southfield, MI* Graduation: May 2026
Bachelor of Science, Computer Science
- 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* 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 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* Nov 2023 – Present
President, Editor in Chief
- 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* Feb 2022 – Present
Assistant Manager
- 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* 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
- Adapted to situations that require teamwork and interpersonal skills to take in all new experiences and grow from them

INVOLVEMENT

Lawrence Technological University, *Southfield, MI* Feb 2025 – May 2025
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 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 on the roles of the blind and visually impaired in the software engineering industry

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

Lawrence Tech Esports, *Southfield, MI* Oct 2023 – Present
Social Media Manager, Varsity Player
- 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

- ROS Mobile Robot with Line Tracking and Hector SLAM Mapping Using LiDAR
  - Developed a mobile robot capable of autonomously tracking a blue line using computer vision techniques and ROS control systems using Python, C++, and integrated launch files, masking, URDF model, TF tree, Hector SLAM map, laser scan, and odometer into RVIZ
  - Integrated LiDAR sensor data to implement real-time obstacle detection and avoidance for dynamic environments, where once the mobile robot detects an object in front of it, it will spin 180 degrees and go the opposite way to avoid the obstacle in its path
  - Conducted extensive field testing to validate mapping accuracy, path tracking stability, and obstacle response

TECHNICAL SKILLS

- **Programming Languages:** Python, Java, JavaScript, C++, C#, C, SQL, R, 68K Assembly, OpenSCAD, CSS, SCSS, HTML, HTML5
- **Developer Tools:** Microsoft Office, Visual Studio Code, GitHub, Eclipse, RStudio, WSL Linux, Ubuntu, ROS Noetic, EASy68K, Dreamweaver, Bambu Studio, MySQL, BIOPAC Lab, Blender, JASP