

# Jason Nguyen

jnguyen1@ltu.edu | (248) 760-1184 | linkedin.com/in/jasonnguyen0 | jasonbaoduy.github.io

## EDUCATION

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

**Graduation Date: May 2026**

- Dean's Honor List

## WORK EXPERIENCE

**Lawrence Technological University, Southfield, MI**  
*Teacher Assistant*

**Jan 2025 – Present**

- TA for Calculus Lab and R Programming Language
- Navigates 20+ students with a step-by-step process to understand the concepts of Calculus 1 & 2
- Guide the use and navigation of RStudio and explain the R Language Program 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
- Advertised and spread media presence by 500% with 600+ reviews, 450+ followers and 15000+ views across social media

## LEADERSHIP & INVOLVEMENT

**Lawrence Technological University, Student Researcher**

**Feb 2025 – Present**

- Student Researcher under Professor Wisam Bukaita
- Researches Robotics and how LiDAR is used to simulate an environment to avoid obstacles and surrounding areas
- Experiment 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
- Assist 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 1 on 1 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:

- 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