

# JEANNIE NGUYEN

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## EDUCATION

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University of California, Los Angeles  
**B.S. in *Computer Science***

June 2015

General Assembly, Los Angeles  
**Front-End Web Development Course**

July 2015

## WORK EXPERIENCE

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*Front-End Web Development Intern*  
**BloomNation – Santa Monica, CA**

October 2014 – Present

- Design and brand individual white label websites for florists throughout the US using Photoshop CC
- Implement designs from wireframes and Photoshop mock-ups with HTML, CSS, SASS and Grunt, maintaining cross-browser compatibility and responsiveness for tablet/mobile
- Develop front-end features and fixes for Magento e-commerce system using Javascript, PHP and MySQL database.

*Graphic Design & Social Media Assistant*  
**ASUCLA Marketing – Westwood, CA**

October 2014 – March 2015

- Illustrated graphics for advertisements and marketing in Adobe Illustrator and InDesign.
- Create content for social media. Assisted with visual merchandising displays and production of print material.
- Managed layout and design of ASUCLA Tumblr blog and gallery.

*Software Engineering Intern*  
**Rockwell Collins, Inc. – Poway, CA**

June 2014 – September 2014

- Collaborated with a team to develop communications software for military land vehicles and aircraft.
- Build new dialog features for UI using HTML5 and CSS3.

## ACADEMIC & PERSONAL PROJECTS

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*Game, Set, Match!*  
**Android Application, UI Design**

- Write requirements and specifications document for game-based dating application with UML diagrams.
- Cooperate with team of six to build and QA android application in Android Studio
- Produce prototypes of UI. Implement in Java and XML with graphics made in Photoshop.

*Personal Sites and Blog Themes*  
**Web design, Front-end**

- Code platform-specific themes for blog sites such as Tumblr and Blogger
- Create custom web apps such as portfolio sites with Heroku and node.js

*Walt Disney Imagineering Experience Design Project*  
**Experience Design, Concept Creation**

- Conceptualized a “charter school of the future” and developed a complete experience centered on WDI’s standards of theatre/experience design and storytelling.
- Worked with a team of engineers and designers to construct 3D models, concept art, animations and graphics to illustrate and deliver our concept to a board of Disney Imagineering executives.

## SKILLS & QUALIFICATIONS

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- **Web**: HTML/CSS, JQuery, Javascript, PHP, MySQL, XML, JSP, Servlets, Tomcat
- **3D Gaming**: OpenGL with Shaders, Unity, C# Scripting
- **Software**: C/C++, Linux, SVN & Git, Visual Studio, XCode
- **Mobile**: Android Studio, Java