

# Jeffrey Ethan Nguyen

323-441-3053 | [jeffreynguyen@gmail.com](mailto:jeffreynguyen@gmail.com) | [linkedin.com/in/jeffrey-ethan-nguyen-828a04217/](https://linkedin.com/in/jeffrey-ethan-nguyen-828a04217/) | [github.com/jeffreen0322](https://github.com/jeffreen0322)

## EDUCATION

### University of California, Irvine

Irvine, CA

*Bachelor of Science in Computer Science*

*Graduation: June 2024*

- **Relevant Coursework:** User Interaction Software, Introduction to Data Management, Project in Databases and Web Applications, Information Retrieval, Data Structures Implementation and Analysis, Human Computer Interaction, Software Design: Applications, Next Generation Search Systems

## TECHNICAL SKILLS

**Languages:** Java, Python, JavaScript, HTML/CSS, C/C++, MySQL, Typescript

**Frameworks:** Angular, ReactJS, IONIC, Node.js (limited), Express.js (limited), JQuery, AJAX, JSON, JUnit

**Developer Tools:** VSCode Git, ChatGPT, Jira, Eclipse, Figma, Bash, IDLE, IntelliJ, Vercel, LINUX, Canva

## PROJECTS

### Personal Website | *React, CSS, Javascript*

January 2024 – Present

- Created a pure front-end professional portfolio website using React, CSS, and Javascript.
- Employed Vercel as a hosting platform for a professional portfolio website containing personal and academic projects alongside relevant repositories, socials, and skills

### Anibrowser | *Git | React, Node.js, Jikan REST API, HTML, CSS, Javascript, Bootstrap*

April 2024 – Present

- Developed a website to fetch and display anime/manga titles, providing a platform to browse and search for relevant information and analytics
- Leveraged open-sourced REST API 'Jikan' to streamline client-side requests of 26,000+ anime, 68,000+ manga, and 70+ unique genres
- Utilized React to implement the design of Anibrowser's UI, along with creation and management of 20+ components and 6 unique pages
- Instituted 2 distinct search functionalities, allowing users to search by genre or string, giving variety in query operations

### Sleeptracker | *IONIC, Capacitor, Angular, HTML, SCSS, Typescript*

February 2024 – March 2024

- Designed and Developed sleep tracking application that compiles user inputted information about sleep habits, visualizing a cached record for the user to review
- Developed calendar-based logging with time selectors and page for viewing logs, improving organization and accessibility of sleep data, allowing users to efficiently track and review their sleep patterns
- Integrated Capacitor's preferences for local storage management, enabling storage of logs for data persistence
- Incorporated error prevention methods (user alerts), to enhance usability and mitigate unintended user-inflicted errors.

### Fabflix | *HTML, CSS, Javascript, Java, SQL, AJAX, Tomcat, AWS, Bootstrap, JDBC*

April 2023 – June 2023

- Full-stack web application similar to IMDB, containing a catalogue of films and relevant analytics
- Facilitated database QA, implementing prepared statements to mitigate SQL vulnerabilities against injection attacks, resulting up to 90% enhancement of data and system integrity.
- Architected movie query methodology, accounting for 8 unique sorting methods, 4 pagination methods, and advanced search filtering consisting of 4 user inputted fields
- Engineered client-side caching infrastructure, minimizing redundant queries for previously accessed items, substantially reducing query time
- Designed and implemented browsing UI, categorizing over 30+ genres and in alphanumeric order

### Tile Game Engine | *Java, JavaFX*

January 2024 – March 2024

- Developed a game engine from scratch using Java, supporting 3 different tile-based games and large number of user accounts
- Coordinated a game implementation (Dr. Mario), facilitating communication between sub-teams, ensuring accurate information exchange and integration, resulting in a fully functioning game loop
- Architected UML for tile components, enabling decentralized elements and cross-game object interactions, enhancing system cohesion
- Implemented Unity's Vector2, allowing for GUI to array transformation of grid position, resulting in mechanism for tile and board matching