Thu 'Joanne' Nguyen

Non-U.S Citizen

UX/UI designer | Front-end ~ Full-stack developer

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EDUCATION

Iowa State University   Dec 2023
Bachelor of Science, Computer Science   GPA: 3.13

SKILLS

- **Programming languages:** C, C++, Java, JavaScript, TypeScript, C#, Razor, SQL, HTML, SCSS
- **Libraries, frameworks & tools:** .NET Core, Bootstrap, Angular, Jest, Umbraco CMS, THREE.js, React
- **Misc:** Figma, Adobe Illustrator, Adobe Photoshop, Git, Azure DevOps

WORK EXPERIENCE

Thinix — *Software Development Intern*   May 2023 – Dec 2023
- Lead Front-End Web Developer in a team of four using HTML, CSS, and Bootstrap in .NET Core to re-design a multi-site of 7 company products, along with a hotel kiosk and Wi-Fi splash screen system with Umbraco CMS.
- Took front-end developer role in a web application display for clients' network latency management probes in Angular and TypeScript, using Jest for writing tests.
- Designed all UX/UI and assisted with all UX/UI decisions, across all company products and front-facing sites.

Iowa State University ETG — *Student Software Developer*   Jan 2023 – May 2023
- Re-designed and reprogrammed an interactive user-experience project on a 7680x3240 touch-screen display for academic and entertainment purposes for Iowa State's Engineering department with Intuiface software.
- Designed the UX/UI, practiced friendly accessibility, and school design guidelines in design decisions.
- Collaborated with adjacent departments and personnel for content propagation and interviews.

Whirlybird's at State Gym — *Supervisor*   Aug 2021 – Feb 2023
- Supervised multiple teams of 3 to make protein drinks and handled customer correspondence under a high-pressure and fast-paced environment.
- Took responsibility for ensuring well-stocked inventory and up-to-standard sanitization and food safety.

Des Moines Area Community College Tech Support — *Tech Support Helpdesk Agent*   Oct 2019 – Aug 2020
- Assisted in solving technical issues for DMACC's faculty and students, revolving account recovery and permissions, using Banner, Active Directory and other networking applications via tickets and calls.
- Participated in troubleshooting devices, on-site and remote, while practicing excellence in customer service.

NOTABLE PROJECTS

Personal Website *(in progress)*   Aug 2023
- Personal web portfolio using Angular and Bootstrap, an application of modern UX/UI for site's designs.

Senior Design — *Inflight Entertainment Map: Interactable, expandable flight map*   Aug 2023 – Dec 2023
- Designed and assisted in front-end development with building an interactive, resizable, movable map, using React and Typescript, with the implementation of Leaflet, sourcing from OpenStreetMap in a team of 5.
- Led in UX/UI, ensured working flexible components within React. Ensured smooth connection with map generation and displayed map data, markers, information panel, and polylines.

User Interfaces — *Quackpocalypse: Browser top-down bullet hell game where you are a duck*   May 2022
- Led in front-end development in a team of 4 on the game's bullet hell logic using pure HTML, CSS, and JavaScript, including movement, bullets, powerups, health bar for playable character, and enemy generation.
- Designed and hand drew the game's UI, characters, and backdrop using Figma.

Software development practices — *Sweet Valley: Android Candy Land spin-off game*   Dec 2021
- Led a team of 4 in front-end development utilizing Figma and various libraries in Android Studio.
- Designed and implemented front-end using RESTful API's for login, signup, leaderboard, and game lobby screen.
- Practiced Agile and Scrum methodologies, while assisting teammates and keeping the team on track.

SCHOLARSHIPS, AWARDS & INVOLVEMENT

Dean's List   Fall 2019, Spring & Fall 2023
International Merit Scholarship   2020 – 2022
Houston Rodeo Art – Gold Medal Award   2018
Game Development Club – *Member*   2021 – Current