

Ken Nguyen

kennguyencareer@gmail.com | [linkedin.com/ken-nguyen](https://www.linkedin.com/in/ken-nguyen) | github.com/kennguyen230

EDUCATION

University of California, San Diego

Graduated Aug 2022

BS in Math-Computer Science & Minor in Economics

Relevant course work Advanced Data Structures, Design and Analysis of Algorithms, Software Design Principles, Discrete Mathematics and Graph Theory, Theory of Computability, Numerical Analysis, Enumerative Combinatorics

SKILLS & TECHNOLOGIES

Python, C++, Java, C, Swift, Javascript, CSS, HTML, React, SQL, Agile, SOLID engineering principles, Github, Figma

WORK EXPERIENCE

C2 Education - CS Tutor

Dec 2022 – April 2023

- Teaching students best software engineering practices and the fundamentals of Java and object-oriented design.

ME Engineers - Intern

Jun 2017 – Sep 2017

- Worked closely with experienced engineers to design electrical layouts for large scale buildings, stadiums, hospitals, and museums.
- Primary job was to articulate hand-drawn electrical blueprints onto computer systems using Revit and AutoCAD.
- Tasked with filling out panel schedules.
- Participated in weekly meetings to expand knowledge on forefront technology of engineering.

PROJECTS

Personal Website

HTML, CSS, JS

- Responsive and scalable portfolio website packaged in a pleasant design.
- Javascript is used for interactive features on the site & for receiving feedback from users
- Project was designed in Figma and uses Git for version control.

Tunnelman Game

C++, OpenGL

- C++ sidescroller minigame developed to improve software design pattern understanding.
- Makes use of strategy, observer, factory, and singleton pattern as well as dependency injection and SRP.
- Extensive use of object-oriented programming, smart pointers, exception handling, and memory management

Code Brown

Swift, SwiftUI

- iOS app designed in Figma and projected to be deployed on Apple's Testflights for beta testing.
- App was developed using SwiftUI for user interface, Swift for data processing, and MVVM as an architecture protocol.
- Project was developed using scrum methodology with weekly sprints and user stories broken up into bite sized tasks.

San Diego Zoo Navigation App

Android, Java, SQLite, Google Maps API

- Worked within a scrum team to develop an Android navigation app for the San Diego Zoo.
- App makes use of Google maps API to pinpoint user location to reroute on the fly.
- Development was done over the course of 10 weeks with 2 week sprints and customer feedback at the end of each sprint.
- App development was influenced heavily by SOLID engineering principles to create a systematic and well ordered code base.
- Version control was done thru Github. Unit testing was done before every push. Integration test after every push.

Covid 19-Mental Health Correlation

Python

- Data science project that observed the correlation between a rise in mental health and the pandemic
- Makes use of python to webscrape, sort, compute, analyze, and visualize data
- Uses libraries such as pandas, numpy, seaborn, plotly, and matplotlib