Kevan Nguyen

408-859-1918 | kevanhn@uci.edu | kevannguyen.me

EXECUTIVE SUMMARY

An aspiring **software engineer** looking for an internship this upcoming summer. An adaptable engineer who specializes in software development, possesses strong analytical and technical skills, and operates effectively both independently and in a team. A third year Computer Science and Engineering student of the University of California, Irvine interested in software engineering, full-stack development, and test automation roles.

EDUCATION

University of California, Irvine — **Expected Graduation:** June 2018
B.S. Computer Science and Engineering — **Computer Science GPA:** 3.64
Cumulative GPA: 3.43

RELEVANT COURSEWORK

- Database Management
- Computer Organization
- Data Structures
- Algorithms
- Software Engineering
- Probability and Statistics
- Digital Systems
- Discrete Math

EXPERIENCE

Python Tutor | University of California, Irvine — **January 2015 – March 2015**

- Guided students towards enhancing their mastery of Python concepts
- Involved with the development of lesson plans on specific topics in ICS 31
- Observed improvement in students throughout the quarter and received 94% student approval with an average rating of 8.83 / 10

PROJECTS

Radio Control Vacuum Cleaner | Arduino / C++ — **August 2016**

- Investigated using Arduino UNO R3 for personal learning and interest
- Constructed remote control vacuum cleaner programmed in C++ with standard car chassis kit and combination of passive/active electronic components
- Controlled vehicle movement and vacuum switch with the nRF24L01 RF transceiver module implemented on a custom-made controller

Console-based Text Editor | C++ — **December 2015**

- Designed console-based text editor in C++ through modular object-oriented practices
- Implemented basic functionality including text insertion, deletion, undo, and redo through polymorphism
- Adopted the use of stack data structure to facilitate undo and redo operations

Karnaugh Map Minimizer | iOS — **August 2015**

- Created Karnaugh map minimizer app for iOS devices using Swift 2.0 to simplify Boolean expressions
- Reduced dynamically created Karnaugh maps of up to six variables and presented results graphically in tables
- Implemented with the Quine-McCluskey algorithm and Petrick's method

Othello (Reversi) Game GUI | Python — **March 2015**

- Built a 2-player Othello game and GUI using Python and the Tkinter module
- Supported various game settings and preferences, including board resizability and grid dimensions

LANGUAGES AND TECHNOLOGIES

Proficient: C, C++, Python
Familiar: HTML, CSS, JavaScript, jQuery, Java, SQL, Swift, VHDL
Skills: Xcode, Arduino, MySQL, MacOS, Linux, Windows