Kevan Nguyen

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

EDUCATION

University of California, Irvine
B.S. Computer Science and Engineering

Expected Graduation: June 2018
Computer Science GPA: 3.73
Cumulative GPA: 3.45

RELEVANT COURSEWORK

- Computer Architecture
- Data Structures
- Algorithms
- Embedded Systems
- Artificial Intelligence
- Operating Systems
- Computer Networks
- Database Management

EXPERIENCE

Software Engineer Intern | Advent Software   **June 2017 – September 2017**
- Worked with front-end team and made significant contributions for the initial product launch of Advent Genesis
- Built new visualizations and enhanced existing ones, resulting in an upgraded dashboard highlighted in the product-brief and used in client demos
- Developed and configured generic/reusable app components and visualizations with Knockout.js and D3.js
- Created end-to-end integration tests with Nightwatch.js (Selenium wrapper) and unit tests with Jasmine
- Styled web pages with Sass to match product's style guide

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: Introduction to Programming
- Improved student success and received 94% student approval with average rating of 8.83/10

PROJECTS

Video demonstration and code available at kevannguyen.com/projects

Radio Control Vacuum Cleaner | Arduino / C++
- 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

Karnaugh Map Minimizer | iOS
- 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

Sudoku Solver | Python
- Optimized Sudoku solver implemented with a backtracking AI in Python
- Incorporated various heuristic functions to improve execution time including arc consistency, forward checking, naked pairs, MRV, and LCV

Console-based Text Editor | C++
- 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

LANGUAGES AND TECHNOLOGIES

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