

Kevan Nguyen

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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

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

EXPERIENCE

Software Engineer Intern | Advent Software

June 2017 – September 2017

- Worked with the front-end team to make significant contributions for the initial product launch of [Genesis](#) at the annual client conference
- 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
- Observed improvement in students throughout the quarter and received 94% student approval with an average rating of 8.83 / 10

PROJECTS

Sudoku Solver | Python

March 2017

- 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

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

LANGUAGES AND TECHNOLOGIES

Proficient: Python

Familiar: C++, HTML, CSS, JavaScript, Java, SQL, Swift

Skills: Xcode, Arduino, MySQL, MacOS, Linux, Windows