

Khanh Nguyen

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WORK EXPERIENCE

- Google — UX Engineer Intern** 5/2022 - 8/2022
- Enhanced usability for Speech-to-Text transcription service by providing user-configurable language support, custom terms, number of speakers, and speech models, improving overall transcription accuracy for long-form interviews in research studies
 - Participated in holistic process from designing and building lo-fi and hi-fi prototypes to releasing new features in production
 - Collaborated with designers and UX researchers to conduct usability studies and gather informative insights for design reiteration
 - Established API contract with backend engineers to support frontend requirements
 - Technologies/Tools Used:** *React.js, TypeScript, Figma (for designing prototypes)*
- San Francisco State University — Graduate Research Assistant** 2/2022 - 6/2023
- Developing 3D and virtual reality applications to provide a safe and immersive training experience for the Structural Engineers Association of Northern California's Safety Assessment Program
 - Technologies/Tools Used:** *Unity, C#*
- Upwork — Software Engineer** 10/2018 - 8/2021
- Led full-stack development of interactive kanban board reflecting recruiting pipeline to streamline staffing process for recruiters and significantly reduce time to hire for clients
 - Built agency experience and backend APIs to showcase agency profile and highlight relevant projects resulting in increase of agency hiring
 - Implemented job template system which sped up the job posting process to attract highly-skilled freelancers
 - Rebuilt and owned permission service for enterprise and agency users to unify access management logic and improve performance
 - Technologies Used:** *Vue.js, Symfony (PHP), Java, PostgreSQL*
- Upwork — Software Engineer Intern** 6/2018 - 8/2018
- Built task reminder backend system to facilitate scheduling tasks for freelancers more efficiently
 - Developed full-stack application to bring external agencies to operate within Upwork and increase platform engagement
 - Implemented personalized client homepage to surface top candidates matching clients' hiring preferences
 - Technologies Used:** *Angular.js, Symfony (PHP), Java, PostgreSQL*
- TargetX — Software Engineer Intern** 1/2018 - 6/2018
- Modernized and built internal admin dashboard for support team to manage client information
 - Technologies Used:** *Ruby on Rails, JavaScript, HTML5, CSS3, PostgreSQL*
- SFMOMA — Web Developer Intern** 6/2017 - 8/2017
- Developed data visualization dashboard for museum collections to provide informative insights into artists and artworks
 - Technologies Used:** *D3.js, JavaScript, PHP, HTML, CSS*

SKILLS

Programming Languages: Java, JavaScript, TypeScript, PHP, HTML5, CSS3, Kotlin, C++, Python, Ruby
Frameworks: Vue.js, React.js, Angular.js, Symfony, Node.js, Bootstrap, Android, Jetpack Compose, D3.js, Rails, Svelte, Unity
Databases: PostgreSQL, MySQL, Firestore Database
Misc: Git, AWS, GCP, Jenkins, Figma, Adobe Illustrator, Sketch

ACADEMIC PROJECTS

- CarToGo — Human-Computer Interaction**
- Led a team of 4 to design and build a car rental web application focusing on user-centered design principles
 - Conducted user research to collect usability feedbacks and incorporated in iterations
 - Technologies/Tools Used:** *Vue.js, Bootstrap, HTML5, CSS3, Figma (for designing low fidelity and high fidelity mockups)*
- AI / Machine Learning — Artificial Intelligence**
- Implemented heuristic based strategies to maximize Pacman's score
 - Used Principal Component Analysis to extract and classify facial features from training images to recognize known faces from new images
 - Technologies Used:** *Python, Matlab*
- SoulNare — Application Development for Mobile Devices**
- Built a dating mobile application that connects users via their music preferences
 - Technologies Used:** *Kotlin (Android), Jetpack Compose, Spotify API, Firestore Database*

EDUCATION

- San Francisco State University**
- M.S. in Computer Science (8/2021 - 6/2023)
 - B.S. in Computer Science (8/2016 - 8/2018)