

KHANH NGUYEN

Software Engineer. Always Be Learning.
User & Product Driven.

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github.com/khanhngg

khanhngg.github.io

WORK EXPERIENCES

SOFTWARE ENGINEER INTERN

Upwork

6/2018 - 8/2018

- Built a notification system to enhance workflow productivity between enterprises and freelancers using **Java**, **AngularJS**, and **Symfony (PHP)** frameworks
- Developed web application for client relations team to support companies to add agencies to their platform
- Implemented personalized homepage to reflect hiring manager's job preferences

SOFTWARE ENGINEER INTERN

TargetX

1/2018 - 6/2018

- Built an internal admin dashboard system with external API integration to improve client registration and information management for Support and Services team
- Developed the web application in **Ruby on Rails**, **JavaScript**, **HTML5**, and **CSS3** on **AWS Cloud9**

WEB DEVELOPER INTERN

SFMOMA

6/2017 - 8/2017

- Developed an analytics dashboard web application for the museum collection
- Built data visualizations using **D3JS**, **JavaScript**, **PHP**, **HTML**, and **CSS**
- Contributed and designed website layouts, color palettes, and UI components
github.com/khanhngg/collection-dashboard

TEACHING ASSISTANT

San Francisco State University

2/2017 - 6/2018

- Led TA sessions to help students with **Java** and **C++** computer science courses
- Wrote test cases to build projects using **Travis CI**
github.com/csc340-spring-2017

PROJECTS

MOBILE DEVELOPMENT

- Design and implement a mobile app homepage using **Objective-C** and **Illustrator**
- Improve user interface and interaction to help users engage in content exploration through the feeds feature

GAMES DEVELOPMENT

- Built and designed online real time card game in **NodeJS**, **Express**, and **Socket.io**, and interactive graphical action games using **Java** and **Swing** library
- Architected database schema designs and handled migrations using **PostgreSQL**
- Led the gameflow development and UI implementation in agile team

REAL ESTATE WEBSITE

- Led frontend team to build a **NodeJS / Express** real estate web app for potential buyers to browse and filter available options and for agents to post listings
- Developed and designed responsive interface and reusable UI components using **HTML5**, **CSS3**, **JavaScript**, **Bootstrap**, and **EJS**
- Used **MySQL** for databases and **Google Analytics** for tracking web traffic

AI / MACHINE LEARNING

- Implemented heuristic based strategies to maximize Pacman's score in **Python**
- Used **Principal Component Analysis** to extract and classify facial features from training images for recognizing known faces from new images in **Matlab**

WEB SERVER

- Built a multithreaded HTTP web server in **Java** to deliver web pages and serve API requests for retrieving and updating resources
- Implemented authentication, handled server-side script execution, and collected activity logs

SKILLS

LANGUAGES

Java, C++, Objective-C, JavaScript (ES6), Ruby, Python, PHP, SQL, HTML5, CSS3

TECHNOLOGIES

NodeJS, Rails, AngularJS, Symfony, D3JS, Bootstrap, jQuery, Socket.io, Matlab

AI / MACHINE LEARNING

Principal Component Analysis, Image Segmentation, Heuristics Searches

MISCELLANEOUS

Git, AWS, Heroku, Jenkins, Travis CI, Sketch, Adobe Illustrator, Lightroom

EDUCATION

SAN FRANCISCO STATE UNIVERSITY

Bachelor of Science, Computer Science

Dean's List: Fall 2016 - Spring 2018

Graduation: 8/2018

GPA: 3.84

Coursework: Web Development, Analysis of Algorithms, Database Systems, Artificial Intelligence, Machine Learning

EXTRACURRICULAR

EVENTS / ORGANIZATIONS

- HackingEDU & IBM Training, SFSU Lean In Group

INTERESTS

- Music, Photography