Khoa Nguyen

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Education

California Polytechnic State University <div align="right">San Luis Obispo, CA</div>

Bachelor of Science in Software Engineering <div align="right">*Expected Graduation: 2026*</div>

Experience

High School Intern <div align="right">June 2022 – Sep. 2022</div>

Intel <div align="right">*Folsom, CA*</div>

- Taught an Arduino class to high schoolers. Co-help design and simplify basic Arduino circuits and fundamentals for better comprehension
- Organized a staff e-sport tournament that had 45 participants by making announcements and promoted the tournament through various channels, including social media and email. Designed merch using Photoshop. Exceeded manager's expectations and event was very positively reviewed by employees
- Weekly meetings with professionals to organize events and work on graphic design of flyers and merch. Learned the ins and outs of the Microsoft suite to effectively manage website and track work progress

Projects

AI PDF Reader | *Python, Flask, PDFminer, OpenAI API, HTML, CSS*

- Developed entire backend of a web app. Used Python and PDFMiner for text extraction and integrated OpenAI's API to intelligently answer questions based on uploaded PDF content

Khoa Bot | *Python, Flask, OpenAI API, SQLite, HTML, CSS*

- Developed a chatbot of myself into a web application using Flask during Stanford's yearly hackathon
- Implemented OpenAI API to respond using my information and saves chat logs using SQLite

Simon Game | *Python, CircuitPython, Adafruit Bluefruit circuit*

- Coded fully interactive Simon game using Adafruit Bluefruit circuit using Python
- Utilized CircuitPython library and IDE to code the Simon game logic into Bluefruit circuit

Extracurriculars

SWE Career Prep Fellowship <div align="right">Jan 2023 – Present</div>

Uber <div align="right">*Remote*</div>

- Selected as a member of the exclusive 2023 Cohort for Uber Career Prep, representing just 4% of applicants invited to participate
- Weekly personalized coaching and mentoring from a Software Engineer at Uber
- Monthly workshops that further improve industry-related skills such as interviewing, data structure and algorithms, workplace etiquette

UX Fest Participant <div align="right">Jan 2023</div>

Cal Poly <div align="right">*San Luis Obispo*</div>

- Collaborative Project Management - Contributed to a team of four in the design and development of a mobile app concept for a local business
- Prototyping/Figma - Animated launch, made graphics and sign-in, and mapped the transitions of the screens
- Research & Delivery - Conducted thorough research on UX and delivered a compelling pitch to a group of over 30 people including judges, showcasing the prototype and research findings

Technical Skills

Languages: Python, HTML, CSS, C++, JavaScript
Frameworks: Flask, Bootstrap
Developer Tools: Git, VS Code, Visual Studio, PyCharm, Arduino, Figma, Adobe Photoshop
Libraries: PyAutoGUI, PySimpleGUI, CircuitPython, OpenAI, UnitTest, PDFminer