KHOI NGUYEN

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EDUCATION

University of California, Los Angeles — Computer Science

Expected Graduation: June 2021

Current GPA: 3.203

WORK EXPERIENCE

Leidos, San Diego, CA. — Software Engineering Intern

June 2019 – September 2019

- Created an embedded system that collects data from magnetic, acoustic, and GPS sensors to determine orientation and direction of system.
- Improved data collection speed by creating interrupt driven routines for multiple I2C and I2S protocol sensors and analyzed data to ensure synchronization of each sensor.
- Incorporated logging to an SD card by implementing FatFS library to consolidate data for analysis.

UCLA Student Media, Los Angeles, CA. — DevOps Intern

January 2019 - Present

- Improved company workflow by creating internal websites with various functionalities such as time sheets and an apply website.
- Manage Wordpress websites through Linux servers and databases for internal and external use.

NOTABLE PROJECTS

Temperature Sensor — Embedded System (C)

February 2019 - March 2019

- Constructed a system that senses temperature using a Beaglebone microcontroller, logs to TLS session encryption server, and supports command line options to modify collected data.
- Optimized by reducing time to open a TLS connection through SSL encryption and reducing time to parse through command line options.

Parallax 3D — Python Scripting / Photography (Python)

October 2018 - December 2018

- Optimized the creation of stereoscopic images through Python script, implementing libraries Imageio and Visvis. Created file management system to organize images taken from four cameras to be used for GIFs.
- Served as Lead Programmer, delegating tasks for the rest of the team based on skill sets of the members.

Scalar — iOS Application (Swift)

June 2018 – August 2018

- Designed an iOS application that utilizes Apple's 3D Touch as a scale and converts detected force to grams, measuring up to 385 grams.
- Implemented Navigation Views and segues to manage a hierarchy of views within the application.

LANGUAGES

Proficient: C++/ C, Java,

HTML / CSS

Familiar: Swift, Python, Verilog, Javascript

SKILLS

OOP Linux Git Bash

Arduino MC Adobe Suite

COURSES

Current:

Algorithms and Complexity

Computer Vision

Completed:

Operating Systems Principles

Human-Computer Interaction

Introduction to Computer Organization

Computer Software
Consturction Laboratory

Engineering Design: Internet of Things

Logic Design of Digital Systems

ORGANIZATIONS

Association of Computing Machinery

Creative Labs

UCLA Student Media

Theta Tau Engineering Fraternity

AWARDS

Eagle Scout Award

Demonstrated knowledge various subjects, including wilderness survival to earn over 21 merit badges.