KHOI NGUYEN

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EDUCATION

UNIVERSITY OF CALIFORNIA LOS ANGELES   **Los Angeles, CA**
B.S. Computer Science   *September 2017 – June 2021*

- **GPA:** 3.4
- **Relevant Courses**: Algorithms and Complexity, Data Structures and Algorithms, Database Systems, Operating Systems, Computer Network Fundamentals, Automata Theory, Computer Architecture, Programming Languages, Computer Vision, Computer Graphics
- **Organizations**: Association of Computing Machinery, Creative Labs, Theta Tau Engineering Fraternity

WORK EXPERIENCE

LOGOS NEWS, LLC   **Los Angeles, CA**
Software Developer Intern   *June 2020 – September 2020*

- Led redesign and implementation of the Profile feature through Angular with Firebase and HTML.
- Revamped subscriptions and author suggestions to handle mobile responsiveness through CSS FlexBox and Material modules.

LEIDOS   **San Diego, CA**
Software Engineer Intern   *June 2019 – September 2019*

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

UCLA STUDENT MEDIA   **Los Angeles, CA**
Web Developer Intern   *January 2019 – Present*

- Improved company workflow by creating internal websites with various functionalities such as time sheets and a job application website using Firebase, Express, Angular and Node to handle frontend and backend development.

NOTABLE PROJECTS

CAPITALIST HINGE   *React / Firebase RTDB*

- Created an application that helps users intuitively connect with recruiters for future careers by swiping on people with similar interests and designed the database schema to increase efficiency of queries.
- Designed overall user interface using Material UI to allow users to easily navigate and understand the application

SPOTIFY.RANDOM   *React / Three.JS*

- Developed an application using React to help users discover new music, by utilizing the Spotify API to query for songs based on parameters such as liveness, danceability, and energy.
- Collaborated with graphic designers to create 3D animals in Blender that dance to the beat of the discovered songs through Three.JS.

SCENE RECOGNITION   *Python / OpenCV*

- Constructed an image recognition program that builds a set of visual recognition systems and classifies images in different categories through OpenCV, Scikit-learn, and Numpy libraries.
- Increased accuracy to above 50% by implementing Bag-Of-Words recognition system with SIFT, SURF, and ORB feature detections and SVM classification system.

SCALAR   *Swift*

- 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.

RELEVANT SKILLS

- **Languages/Technologies**: C++, C, Python, Java, JavaScript, Angular, React, HTML/CSS, SQL, Linux, TypeScript, Git, OpenGL, Three.js, MongoDB, Swift, PHP
- **Awards**: Eagle Scout Rank (2015)