

Kenny Nguyen

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EDUCATION

University of California, Riverside

July 2020 - Present

B.S. in Computer Science with Business Applications | Expected Graduation: June 2024

- **Cumulative GPA:** 3.56
- **Honors:** Chancellor's Honors List, Dean's Honors List
- **Notable Coursework:** C++ Programming I/II, Intermediate Data Structures and Algorithms, Software Construction, Software Testing and Verification, Design of Operating Systems, Logic Design, Embedded Systems, Discrete Structures

TECHNICAL SKILLS

- **Languages:** Python, C/C++, JavaScript, HTML/CSS
- **Tools and Frameworks:** ReactJS, Tailwind CSS, GoogleTest, CMake, Valgrind
- **Software:** Git/GitHub, Jupyter Notebook, Linux/Unix, LaTeX, Vim, Microsoft Office Suite

EXPERIENCE

Keywords Studios

June 2023 - January 2024

AI Research Intern | San Francisco, CA

- Spearheaded the production and quality assurance of 5,000+ data instances within a specialized dataset, helping to enhance a machine learning model's proficiency at automating software tasks.
- Collaborated closely with software engineers and research scientists to pinpoint and troubleshoot recurrent issues with the model, contributing to a ~70% improvement in the model's multimodal performance.
- Generated robust test cases and provided documentation for persistent issues in ongoing optimization efforts to ensure reliability and scalability in the model's task performances.

UC Riverside Department of Statistics

March 2022 - September 2022

Data Assistant | Riverside, CA

- Compiled, categorized, and analyzed survey data pertaining to students' experiences of teaching for integration into a machine learning model that helps to evaluate educational equality in the UC system.
- Managed large datasets alongside team members, employing spreadsheet functions to enhance categorization efficiency.

Cutie Hack 2020: Stay At Home

November 2020

Development Team Member | Sacramento, CA

- Placed 2nd overall out of 500+ participants in UCR's 12-hour hackathon competition, leading a team of 4 to develop a unique typing application using the Godot Game Engine.
- Developed the backend of the application with the use of GDScript, a language with Python-like syntax, to create a dynamic self-typing bot opponent that challenges players to a match determined by typing speed.

PROJECTS

Personal Portfolio Webpage

October 2022 - Present

- Built a React-based, fully responsive web application that highlights relevant programming skills and experiences.
- Leveraged the ReactJS library and Tailwind CSS framework to enhance UI design features, facilitate text and scrolling animations, and create a smoother and more augmented user experience on all device orientations.

Amazon Web Data Aggregator

November 2022 - January 2023

- Developed a Python web scraper in the Jupyter Notebook environment to collect the data of Amazon products by extracting the underlying HTML code on the website's interface.
- Utilized various Python libraries to compile the extracted data on Amazon's frontend into a database for ease of analysis.

Rogue Origins

January 2022 - April 2022

- Developed a text-based RPG in a team of 4 with the use of C++, the GoogleTest unit testing framework, CMake, and Valgrind to expand and thoroughly test the functionality of the application for memory leaks.
- Gained experience with Vim, Git/GitHub features, and the command-line to contribute to a team project repository.