

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:** 3.67
- **Honors:** Chancellor's Honors List, Dean's Honors List
- **Notable Coursework:** C++ Programming I/II, Intermediate Data Structures and Algorithms, Software Construction, Machine Organization & Assembly Language Programming, Discrete Structures, Logic Design

TECHNICAL SKILLS

- **Languages:** Python, 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

UC Riverside Department of Statistics

March 2022 - September 2022

Data Assistant | Riverside, CA

- Compiled, categorized, and reviewed data pertaining to student experience of teaching surveys for integration into a machine learning model that helps to evaluate the quality of education in the UC system.
- Collaborated with team members to determine the categorizations of survey inputs in a spreadsheet application.

Cutie Hack 2020: Stay At Home

November 2020

Development Team Member | Sacramento, CA

- Placed 2nd overall out of 500+ participants on a team of 4 during UCR's 12 hour hackathon competition.
- Created a typing application in the Godot Game Engine that puts the user up against a self-typing bot opponent in a match determined by the player that achieves the greater WPM (words per minute).
- Developed the backend of the application with the use of GDScript, a high-level, dynamically typed programming language with similar syntax to Python.

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 the Pandas, NumPy, and BeautifulSoup Python libraries to compile the extracted data on Amazon's frontend into a .csv file type and database for ease of data 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 working with the Vim text editor, Git version control system, GitHub hosting services and features, and the command-line to contribute to and interact with a project repository as a team member.

CERTIFICATIONS

freeCodeCamp - Responsive Web Design

September 2021

- Completed 300 hours worth of material pertaining to teaching the fundamentals of developing in HTML/CSS.
- Developed 5 separate websites to acquire insight into the process of developing responsive and user-friendly websites.