

# Kenny Nguyen

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## EDUCATION

### University of California, Riverside

July 2020 - June 2024

Bachelor of Science in Computer Science with Business Applications

- **Cumulative GPA:** 3.62/4.0
- **Honors:** Chancellor's Honors List, Dean's Honors List
- **Notable Coursework:** C++ Programming I/II, Intermediate Data Structures and Algorithms, Software Engineering, Software Testing and Verification, Embedded Systems, Design of Operating Systems, Databases for Management

## TECHNICAL SKILLS

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

## EXPERIENCE

### Keywords Studios

June 2023 - January 2024

AI Research Intern | San Francisco, CA

- Led the development and quality assurance of 10,000+ data points for specialized training datasets, utilizing software tools such as Appen and Scale AI to curate and validate data for the training of machine learning models..
- Collaborated closely with teams of software engineers and research scientists to review and troubleshoot technical issues, contributing to a ~70% improvement in multimodal performance metrics.
- Generated robust test cases with Python scripts and authored technical documentation using Notion to address optimization challenges and manage project milestones, ensuring reliability in system operations and data processing.

### UC Riverside - Department of Statistics

March 2022 - September 2022

Data Assistant | Riverside, CA

- Managed and analyzed survey data on students' experiences of teaching, utilizing Excel functions to ensure accuracy and efficiency in data processing for integration into an AI model used to evaluate educational equality in the UC system.
- Collaborated with team members to implement data categorizations and optimize database organization and access.

### 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 create, test, and demonstrate 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.

### FitHub - Workout Tracker & Leaderboard

January 2024 - March 2024

- Developed a cross-platform fitness application in a team of 5 using JavaScript (React Native) and Python (Django) to integrate account creation, a leaderboard system, workout logging, and account personalization features.
- Utilized the Django REST Framework and SQLite for seamless data management, ensuring optimal app scalability.

### 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.