# KEVIN VAN NGUYEN

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## WORK EXPERIENCE

**Lab Proctor | Systems Administrator** | British Columbia Institute of Technology — Sept 2025 - Current
- Worked closely with BCIT Computing faculty to maintain integrity of data communications lab computers.
- Tasked with developing and testing scripts to simultaneously re-image operating systems of 30+ computers weekly.

## EDUCATION

**Bachelors of Science in Applied Computer Science** | Network Security Applications — Sept 2025 - May 2027
*British Columbia Institute of Technology* | *Set Representative*

**Computer Systems Technology Diploma** | Data Communications & Internetworking — Sept 2023 - May 2025
*British Columbia Institute of Technology* | *Graduated with Distinction* | *Set Representative*

## TECHNICAL SKILLS

**PROGRAMMING (3+ Years)**: C/C++, Go, Java, Python, JavaScript, TypeScript, SQL, React, HTML, CSS, Lua
**TOOLS**: NextJS, NodeJS, SQLite, MongoDB, Supabase, TailwindCSS, Docker, Git, Linux, Figma, Neovim, CMake, Nginx

## PROJECTS

**Flynt** | Full-Stack Web Application | *Go, Typescript, NextJS, SQLite, React, Tailwind, Docker, Nginx*
- Habit streak tracker with social features inspired by Snapchat and Strava.
- Api server, front end, and database are fully self-hosted on a virtual private reverse proxy server.

**Habibi's Mediterranean Foods** | Industry Client Sponsored Project | *Typescript, NextJS, Supabase, React, Tailwind*
- Designed using modular block components to render a clean, consistent, and dynamic website.
- Implemented an intuitive content management system, allowing non-technical users to easily customize the website through an admin panel. We also included a Search Engine Optimization (SEO) feature to grade every page.

**Assignment Starter** | Industry Client Sponsored Project | CLI Tool | *JavaScript, NodeJS, React, Docx, Yaml, Graphviz*
- This command line tool takes in a yaml provided by the user and generates skeleton code to start your project as well as full documentation for testing, report, design, and user guide along with an optional Finite State Machine diagram.
- This was designed to be used by students at BCIT to easily start new projects that meet all submission guidelines.

**Terminal Chat System** | Distributed Systems Application | *C, Ncurses, CMake*
- Designed a network protocol for a real-time chat system following RFC Official Internet Protocol Standards.
- Developed testing suites for client-server communication and protocol error handling.
- The program itself consisted of a robust server starter which handles server status and automatic recovery, and 6 different server and client programs developed by separate groups.
- Each program had to be able to communicate interchangeably with each other following the designed protocol.

**Network Royale** | Terminal Based Networked Multiplayer Game | *C, Ncurses, SDL2, CMake*
- Final project testing my understanding of network protocols, serialization, concurrency, multiplexing, and design.
- Game elements were added as a bonus, this included Ncurses for rendering and SDL2 for gamepad input.

## NON-TECHNICAL EMPLOYMENT

**Assistant General Manager** | *Steve's Poke Bar* — Sept 2021 - Aug 2024
- Worked closely with the owner to create initiatives for promoting sales and employee skill development.
- Systematically handled inventory and supply management to ensure fresh stock.

## ACTIVITIES & INTERESTS

- Active member of BC Powerlifting Association as a coach, official referee, and competitor since 2018.
- Playing and developing video games - mainly RPGs and competitive fighting games.
- Currently self-learning piano and how to draw