LAM NGUYEN

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SUMMARY

Computer Science student skilled in writing, testing, and debugging code to support efficient software development. Familiar with MySQL, C#, C++. Willingness to learn, collaborate and contribute across the software development lifecycle in a fast-paced environment.

EDUCATION

Bachelor of Science in Computer Science, Minor in Data Analytics   Expected in April 2026
Weber State University Ogden, UT   GPA: 3.81

- Dean's List, Wildcat Advantage Program – Community Engaged Learning services

SKILLS

Languages: Java, Python, C/C++, C#, SQL, JavaScript, HTML/CSS

Developer Tools: Git, VS Code, Visual Studio, Unity, Tableau, Alteryx

Libraries: Pandas, NumPy

EXPERIENCE

Database Technician | Weber State University | Ogden, UT   10/2024 - Current

- Administer and maintain the Mainstay chatbot database, ensuring data integrity and improving AI response accuracy
- Develop and implement VBA automation scripts to organize and sort exported chatbot data into categorized files
- Monitor and resolve 50+ student inquiries per week via chatbot and email, enhancing student engagement and support efficiency. Update and maintain database to enhance chatbot response efficiency.

Lab/Simulation Operations Assistant | Weber State University | Ogden, UT   08/2023 - 04/2024

- Set up and prepare equipment for skills lab and simulations.
- Diagnosed and resolved computer and technical issues.
- Maintained and organized lab equipment and supplies.
- Troubleshooted and repaired equipment when necessary.

Bursar's Office Staff | Weber State University | Ogden, UT   01/2022 - 04/2023

- Process billing transactions with accuracy, assist students via phone support
- Manage sensitive financial information while maintaining confidentiality

PROJECTS

Verizon Cloud Platform - March 2025: Completed a job simulation involving building a hypothetical VPN product for Verizon's Cloud Computing team. Used command line Python to test cloud-native traits (redundancy, resiliency and least privilege). Researched approaches to achieve application security and communicated insights in a PowerPoint Presentation.

Math Game (WPF) – February 2025: Developed an interactive WPF game for children to practice math skills, featuring a scoring system, timers, and user input validation. Built using C#, WPF, and MVVM architecture for scalable design.

Hangman Game (C++)- March 2024: Developed a text-based Hangman game with multiple difficulty levels and randomized word selection. Implemented a queue-based hangman drawing system to dynamically display game progression