

XUAN HY NGUYEN

Undergraduate Computer Science

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PROJECTS

BookWorm

Productivity Research Web App

📅 Sept 2019 - Present

- Founded and created a tab management system for students and scholars to research more productively online.
- Led a team of 6 in developing the product and operated closely with teammates as scrum master and team leader.
- 100% of users felt an increase in their productivity and motivation during user research and surveys.
- Awarded Best Idea and Best Design on SPARK Demo day.

MoneyBall

Social Network For Bets and Challenges

📅 Jan 2020 - May 2020 📍 Mobile App Development Course

- Developed a chat platform that allows friend groups to bet and challenge each other on sports or open topics.
- Responsible for the implementation of the database using Firebase Realtime Database and Storage for securing and storing user related data.
- Described as a "real go-getter, taking initiative in teamwork and responsibility" by professors and team members.

World War Ants

Open-Source 2D Strategy Game

📅 June 2018 - December 2018

- Directed a group of 20 people in designing ant classes and their implementation.
- Taught players the real-life war between unique ant colonies by designing frameworks of the WWA using Java.
- 50% increased developer's productivity by developing my class hierarchy diagram. Surveyed based on Github commits.

EXPERIENCE

Course Assistance

Boston University

📅 Jan 2020 - May 2020 📍 Boston, MA

- Taught groups of 20 students in a weekly lab about the fundamentals of programming in Java.
- Described as "funny, enthusiastic, and engaging teacher who could simplify everything easily" based on student surveys.
- 30% of students recommended me to future students taking the course as a reliable resource.

SKILLS

Java C Python JavaScript JSX
HTML/CSS Swift
React Node Firebase services Git
XCode Android Studio

EDUCATION

B.A. in Computer Science

Boston University

📅 Sept 2018 - May 2021

GPA: 3.5, Dean's List

IOS App Course

ID Tech

📅 Summer 2018 📍 Princeton, NJ

Created a mobile IOS platform version of Asteroid using Swift and XCode.

TECHNICAL COURSE- WORK

- Innovation Fellowship
- Software Engineering Practicum
- Mobile App Development
- Data Structures and Algorithms
- OOP Design in Java
- Discrete Math
- Fundamentals in Computer Systems
- Combinatorial Structure

CLUBS AND INTEREST

Dean's Host

Student Representative

📅 Freshman 2018 - Present

Worked intimately with the Dean in promoting leadership in BU community.

BUILDS

Active Member

📅 Freshman 2018 - Present

Involved in creating a hackerspace for students to socialize and interact on potential projects.