Spring Nguyen

github.com/mandarker | linkedin.com/in/springn

Education

Orange Coast College (GPA 3.9, Computer Science) (2018)
University of California, Irvine (GPA 3.1, Computer Game Science) (2018 - Current)

Work Experience

Robotics Instructor/Coach (2017)
FIRST Lego League, Star League Inc. Irvine
- Pioneered the Lego Mindstorms curriculum for the company's first robotics classes
- Prepared 20 students with the programming and engineering knowledge to compete in the upcoming competitive season of the FIRST Lego League competition
- Inspired middle school students into pursuing futures in the technological field

Projects

Escape from Wonderland (2020)
Python, Ren'Py
- Created a storytelling experience through a visual novel based on *Alice in Wonderland*
- Led a team by splitting assigned tasks, setting deadlines, and consistently hosting weekly group meetings to keep members on track
- Learned within one week how to utilize the Python language and the Ren'Py engine
- Managed all major project changes for the team through version control

Synthwave Scene (2020)
HLSL, Unity, C#
- Conceived a retro-style environment using only basic models and shaders
- Developed custom skybox to allow dynamic changes in the sun and moon
- Programmed custom post processing effects to emulate old television static and 80's neon lighting
- Procedurally generated background buildings, hills, and stars using pseudorandom algorithms and multiple types of noise

Pokemon Mystery Dungeon Shader (2020)
HLSL, Unity
- Produced a shader inspired by the visual style of Pokemon Mystery Dungeon DX
- Recreated fuzzy crayon texture using Perlin noise
- Utilized Phong model and Fresnel approximation to create warm, bright lighting

Kikkorii Website (2020)
HTML, CSS, React, JavaScript
- Constructed online art portfolio showcasing the artist's works and details
- Self-taught all programming languages and frameworks necessary to build website
- Collaborated closely with client through development process with daily updates and ensured client satisfaction

Skills

- **Languages**: C++, C#, Java
- **Programs:** Photoshop, Blender, Android Studio
- **Math:** Linear Algebra, Diff. Eq., Multivariable Calculus
- **Others:** Git, Microsoft Office