

Spring Nguyen

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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

Pokemon Mystery Dungeon Shader (2020)
HLSL, Unity

- Programmed a shader inspired by the visual style of Pokemon Mystery Dungeon DX
- Recreated fuzzy crayon texture using layered Perlin noise
- Utilized Phong model and Fresnel approximation to generate warm, bright lighting

Water Shader (2020)
HLSL, Unity

- Developed realistic looking water using height map texture
- Generated normal map from height map to properly light water surface by bump mapping

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 the client was satisfied with the result

Skills

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