

Martin Nguyen

Software Engineer / Web Developer

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EDUCATION

University of California, San Diego — *Computer Science*

Sept 2012 - June 2016

I have graduated from UCSD with a B.S in Computer Science. **Relevant Coursework:** Client-Side Web Application, Server-Side Web Applications, Human-Computer Interaction Studio, Interaction Design, Advanced Software Engineering, Database System Principles, Advance Data Structure, Design & Analysis of Algorithm, Theory of Computation, Ubiquitous Computing, Computer Architecture, Operating Systems

EXPERIENCE

Triton Gaming — *Founder / Web Developer / Tech Support*

Jan 2014 - June 2016

Triton Gaming was created to build an epic entertainment network at the University of California, San Diego. The organization acted as an umbrella to seven different gaming divisions to coordinate activities and pool resources for esports events. Worked to build websites, supervised any tech related issues, such as networking and power, and managed a staff of over 40 members.

Lineup — *Front-End Developer*

Sept 2015 - May 2016

Lineup was a startup company that recruited me to work on their project. I was responsible for the front-end development of the website. This would include all the visuals and interactions a user would see. I worked with the graphics and HCI team to translate what our client wanted into an efficient and usable website.

PROJECTS

Receptional — www.receptional.xyz

Receptional is a web application that automatizes the job of a receptionist. A user can check-in to their appointments and be placed in a queue where your employees can then call each guest in. Each company can create an account and be given a unique subdomain, where they can manage their forms and employees.

TGEX — www.tgexpo.tech

TGExpo is Triton Gaming's very first gaming expo, which hosted over a thousand guests. HTC, Behemoth, Twitch, and other small indie gaming companies came out to showcase their products to UCSD students. I built this website to serve as an information and registration portal.

SDHacks 2015 — Hackathon

Sugoi Smash is an addictive and stress-relieving block shooting game. To play you used a combination of the Oculus Rift and Leap Motion, which created an immersive environment for the player through Virtual Reality and 3D motion control. Received an award for creativity from the VR department

SKILLS

Programming Languages:

C, C++, CSS3, HTML5, Java, JavaScript, JSP, MongoDB, Node.js, SQL

Tools:

Adobe Photoshop, Eclipse, Sublime pgAdmin, SQLite, Tomcat, Google Drive, Git, Linux

Others:

Responsive Design, UI/UX, Object Oriented Programming

OS:

Windows 7/10, Linux, Mac OS

HOBBIES

Gaming / Gaming Events

Enjoy both casual and competitive gaming with friends.

In college, I hosted large-scale gaming events and was one of the founders of Triton Gaming.

Photography

I love to explore new locations to shoot photos, such as abandoned train stations or

Bowling

Recently started bowling. I go every Tuesday night.