Michelle Nguyen

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EDUCATION

Oregon State University | *Bachelor of Science in Computer Science*   Sept. 2020 - June 2024

Relevant Coursework: Operating Systems, Algorithms, React Development, Object Oriented Programming, Data Structures, Mobile Software Development, Cloud Application Development, Computer Graphics, UI/UX Engineering, Computer Networks, Introduction to Security

SKILLS

- React, JavaScript, HTML/CSS, C/C++, Python, FlutterFlow, Figma, Git, Next.js, Node.js, MySQL
- **Certificate:** Coursera: Meta Front-End Developer (In Progress)

PROJECTS

OSU 4-H Record Books Web App | *ReactJS, Next.js, FlutterFlow, Git*   Sept. 2023 – June 2024

- Collaborated with a team to develop a ReactJS and Next.js web app, aimed at digitizing and streamlining 4-H project data recording
- Enabled users to efficiently record project data and export it as a dynamically formatted PDF which significantly enhanced record-keeping and reduced the paperwork for 4-H participants.
- Designed an intuitive UI using FlutterFlow
- Implemented front-end components with React and Next.js 14 to develop responsive pages for 4-H Resumes, Projects, Home, and Accounts

Resume Feedback Website | *React, SQL, OAuth, REST API, Git, Github*   Mar. 2024

- Partnered with a team to design and implement a React-based full-stack web app that facilitates resume uploads through Dropbox and employs OAuth authentication for secure user access; integrated Disqus for providing threaded feedback on each document
- Configured OAuth authentication with Dropbox to enhance security and designed the sign in page, to ensure seamless and secure user login experience

Online Bookstore | *HTML/CSS, Handlebars, MariaDB, Node.js, Git, Github*   Aug. 2023

- Developed a full-stack online bookstore website that allows users to browse, purchase, and review books
- Implemented CRUD functionalities for managing book listings, user accounts, orders, and reviews
- Collaborated on database design to create tables and relationships for storing book information, user profiles, order details, and reviews

UFO and Ship Game | *Python*   Sept. 2020

- Developed an interactive 2D grid-based game in Python that enables players to maneuver the ship and shoot missiles to prevent the UFO from reaching the bottom of the board
- Implemented input validation to enhance user experience and ensure strategic decision-making

EXPERIENCE

Coding Instructor | *Coding with Kids*   June 2024 - Present

- Designed and implemented a curriculum that introduces foundational Python programming concepts such as functions, loops, and conditionals, for students ages 8-12
- Developed hands-on coding exercises to demonstrate core concepts and improve students' understanding
- Provided feedback and guidance to help identify and resolve coding errors, which fostered problem-solving skills
- Encouraged students to develop their own project ideas while integrating course concepts into their creations

Teaching Assistant | *Oregon State University*   Sept. 2022 – June 2024

- Tutored and led classes for subjects including ENGR+, Intro to Usability Engineering, and Web Development while focusing on improving students' understanding and performance
- Conducted tutoring sessions and led lectures for groups of up to 25 students
- Provided one-on-one support in coding assignments by clarifying complex concepts and troubleshooting issues
- Facilitated peer-review sessions to provide actionable feedback on students' design and coding practices
- Provided guidance on Figma prototypes by recommending design improvements and usability enhancement