

Minh Nguyen

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EXPERIENCE

Freelance Project Work

January 2024 – Present

DataAnnotationTech

Remote

- Delivered data annotation services for AI model training, focusing on data visualization and integrating domain-specific knowledge to enhance model accuracy
- Collaborated on prompt engineering and quality assurance processes, optimizing model outputs by ensuring the correctness and performance of code in technical contexts
- Applied Reinforcement Learning from Human Feedback (RLHF) techniques to fine-tune model learning, improving efficiency and performance in solving complex tasks

Software Engineer

July 2020 – October 2022

PROS Holdings Inc.

Houston, TX

- Developed Agreements Spring API workflows in Java to address customer-specific needs, optimize performance, and improve product functionality
- Increased automated CRM workflow testing coverage by 40% using Selenium, significantly reducing manual testing timelines
- Implemented API load testing capabilities with Gatling to enable workflow response time measurement and visualization
- Used GoCD to manage daily test suites, fixed failures to cut false positives, and created JIRA tickets for regressions, enhancing test accuracy and efficiency

QA Automation Intern

May 2019 – May 2020

HealthTrio, LLC

Tucson, AZ

- Developed an internal test case rerun tool with Java, TestNG, and Elasticsearch, reducing daily automation failures by up to 50%
- Created UI error highlighting and screenshot functionality, decreasing time spent on verifying UI regressions
- Built a visual programming tool using React to streamline the creation of automated Selenium tests, enhancing test creation efficiency and accessibility

PROJECTS

Giuseppe's Mission | *Procedurally generated endless runner arcade game*

GameJam Project

- Ranked in the top 10% out of over 2,400 entries for popularity
- Lead programmer in a multidisciplinary team of 4 for the project over two week span
- Implemented procedural level chunk generation framework and script in C# Unity for randomness with a handcrafted feel
- Integrated \$1 Unistroke Recognizer algorithm to detect and classify mouse drawn patterns
- Contributed to game design documentation, prioritized features, and delegated tasks to ensure effective delivery of key gameplay elements

CodeRacer | *Real-time competitive coding web application*

Hackathon Project

- Cooperated in 3-person team to create timed competitive coding exercise web application
- Implemented real-time multi-user lobby system using Socket.io library within Express back-end and Node.js for server-side scripting

TECHNICAL SKILLS

Languages: Java, C#, Python, HTML/CSS, JavaScript, C/C++

Frameworks/Environments: Git, Agile, IntelliJ, Spring, Gradle Selenium, Cucumber, TestNG, JUnit, Unity

EDUCATION

University of Arizona

Tucson, AZ

BS in Computer Engineering, Minor in Computer Science, Mathematics

Aug 2016 – May 2020