

# Minh Nguyen

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## WORK EXPERIENCE

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### Software Engineer

PROS Holdings Inc.

Jul 2020 — Oct 2022

*Houston, TX*

- Developed Spring-based Agreements API workflows in Java to meet customer requirements, enhance performance, and extend product functionality
- Increased automated CRM workflow testing coverage by 40% using Selenium, reducing manual QA load
- Implemented API load-testing tools using Gatling, enabling workflow response-time measurement and visualization
- Utilized GoCD to manage daily regression suites, resolved failures to reduce false positives, and created JIRA tickets for regressions

### Freelance Contributor

DataAnnotationTech

Jan 2024 — Present

*Remote*

- Delivered data annotation services for AI model training, specializing in data visualization and domain-guided labeling to improve model accuracy
- Collaborated on prompt engineering and quality-assurance workflows, validating correctness and performance of technical code outputs
- Applied RLHF (Reinforcement Learning from Human Feedback) techniques to refine model behavior and improve efficiency in complex tasks

### QA Automation Intern

HealthTrio, LLC

May 2019 — May 2020

*Tucson, AZ*

- Developed an internal test-case re-run tool with Java, TestNG, and ElasticSearch, reducing daily automation failures by up to 50%
- Built UI error highlighting and automated screenshot functionality, improving regression-verification speed
- Created a visual programming tool using React to streamline creation of Selenium automated tests

## PROJECTS

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### Project Management Dashboard

Full stack productivity web app

- Built a full-stack project management platform that managed users, announcements, teams and project tracking in one system
- Bolstered security by developing authentication flows and enforcing admin-level authorization on high-risk operations
- Integrated Angular services with a Spring Boot REST API, adding error handling, loading states, and optimistic UI updates for a smoother UX

### Giuseppe's Mission

Procedurally generated endless runner arcade game

- Implemented procedural level chunk generation framework and script in Unity (C#) for randomness with a handcrafted feel
- Integrated the \$1 Unistroke Recognizer algorithm to classify mouse-drawn patterns
- Contributed heavily to design documentation, feature prioritization, and task breakdown

### CodeRacer

Real-time competitive coding web application

- 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

## SKILLS

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- **Programming Languages:** Java, JavaScript, TypeScript, Python, HTML/CSS, C#, SQL
- **Technologies:** Spring, Angular, PostgreSQL, Selenium, Maven, Jackson, Git, Node

## EDUCATION

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### University of Arizona

BS in Computer Engineering, Minors in Computer Science, Mathematics

Aug 2016 — May 2020

*Tucson, AZ*