MINH NGUYEN

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EDUCATION

Seattle University | Seattle, Washington   Expected Graduation: June 2024
Bachelor of Science - Computer Science, Specialization in Business   *Cumulative GPA: 3.64*

Relevant Courses: Data Structures, Algorithms, Databases, Linear Algebra, Web Design and Development, Object Oriented Programming, Computer Organization, Computing Systems

WORK EXPERIENCE

GoodsFlow Coworker | Ikea (Part-time during school)   Jan 2021 - Present

- Demonstrated strong problem-solving and analytical skills by increasing order picking efficiency in the first 3 months and maintained efficient pick speeds as a top picker, providing training and leadership to others
- Collaborated closely with team leaders and managers within my department and external departments to identify areas for improvement showcasing excellent communication skills
- Contributed innovative ideas to improve systems and workflows resulting in improved efficiency

PROJECTS

3D Maze Generation | C#, Unity

- Utilized recursive backtracking algorithm techniques to create unique maze generation in a 3D environment
- Implemented a 3D poly man and tested movement by user input with collisions and physics

Pong Game | C#, Unity

- Recreated the classic game of pong in a 2D environment where players use the WASD and arrow keys to move paddles simultaneously on the edges of the screen to play against each other
- Utilized 2D ball physics and collisions with directional bounces in relation to user paddles and movement

Chess Game | Python

- Recreated the classic two-player chess game on a 2D board that allows a player to play against another player, taking turns and moving pieces according to chess rules
- Developed, modified, and debugged game features through user testing and feedback

Workout Tracker | C++, C#

- Developed a tracking system to record, review, and store data based on a personal workout regimen
- Utilized object-oriented programming to optimize code structure depending on language strengths
- Supported principles of abstraction, encapsulation, polymorphism, and inheritance according to OOP

SKILLS & TECHNICAL STRENGTHS

Languages	C++, C#, Python, HTML/CSS, PHP, JavaScript, F#
Technologies	Visual Studio (Code), Clion, Git, Jupyter Notebook, Unity, Unreal Engine, Blender

EXTRA CURRICULAR

Association for Computer Machinery Club	Seattle University Hackathons	June 2020 - Present
Remotely Operated Underwater Vehicle designer and operator	August 2022 - Present
Intramural Sports and Activities	Soccer, Volleyball, Rockclimbing	
Seattle University Esports and Gaming Club	Minecraft, Valorant, Oculus Quest Virtual Reality (VR/AR)	