

Matthew Nguyen

☎ (503) 473-7870 | ✉ mqn360@gmail.com | 🌐 mattqn.com

Seeking Software Engineering Internship

I am a passionate problem solver excited by the challenge of addressing complexity in dynamic and changing environments, driven by the desire to use my technical knowledge to deliver impactful results.

EDUCATION

Gonzaga University

Bachelor of Science in Computer Science

GPA: 3.99/4.00

Aug. 2021 - May 2025

Spokane, WA

SKILLS

Languages: C, C++, Python, Haskell, Go, SQL, Java, HTML/CSS

Developer Tools: Git, Make, Docker, Jira, Confluence, Linux, Neovim, Google Cloud Platform

Other: CI/CD, Virtualization, Microservices Architecture, Agile Methodologies, Charm, Qt

EXPERIENCE

Software Engineer Intern

Microsoft

May 2024 – Present

Redmond, WA

- Joining the Hypervisor Platform and Performance team for Summer 2024

Software Engineer Intern

Infineon Technologies

Aug. 2023 – Apr. 2024

Portland, OR

- Enhanced ModusToolbox, a suite of tools providing a development environment for microcontroller devices
- Created a user-friendly feature enabling the writing and storage of comments during lookup table configuration
- Utilized Jira for tracking features and bugs alongside Confluence for thorough design documentation

Topology Research Assistant

Gonzaga University

Jan. 2023 – May 2023

Spokane, WA

- Conducted data collection and analysis using Python libraries, including Pandas and NumPy
- Integrated optimizations, including automatic API account switching and a stochastic weighted selection algorithm
- Shared research findings and insights by presenting at the Spokane Intercollegiate Research Conference

Computer Science Lab Manager

Gonzaga University

Aug. 2021 – May 2022

Spokane, WA

- Wrote Bash scripts to streamline maintenance tasks and automate software installations on lab machines
- Assisted students in diagnosing and resolving technical issues, both software and hardware-related
- Oversaw computer systems and maintained a clean lab environment in the Computer Science department

PROJECTS

Luna Jetson | *Python, Jetson, Twilio, Flask, Ngrok*

<https://github.com/mootqns/luna-jetson>

May 2023 – Present

- Created a real-time pet tracking system with Python, NVIDIA's Jetson Xavier AGX, and JetPack SDK
- Enabled smart notifications using Twilio for pet presence, preventing repeated alerts on entry
- Used Flask and ngrok to serve and securely share static images to conform to Twilio's expectations

Swimming Frog | *Go, Charm, Digital Ocean*

<https://github.com/mootqns/swimming-frog>

Nov. 2023

- Developed a text-based user interface, Crossy Road style game within 12 hours for Gonzaga's 2023 Hackathon
- Implemented game logic and mechanics entirely in Go, utilizing Charm libraries for the TUI
- Deployed and hosted the game on a DigitalOcean droplet to enable SSH access for remote gameplay

Dog Guesser | *HTML/CSS, JavaScript, Node.js, MongoDB*

<https://github.com/mootqns/dog-guesser>

Oct. 2022 – Nov. 2022

- Conceptualized a full-stack quiz-based web application focused on dog breed identification from images
- Designed a simple yet engaging user interface using HTML, CSS, JavaScript, and JQuery
- Implemented a robust leaderboard system with data storage powered by Node.js and MongoDB