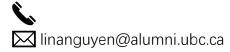
LINA NGUYEN linanguyen@alumni.ubc.ca in linkedin.com/in/nlina





Technical Skills

- Languages: Python, JavaScript, TypeScript C, C++, Java, React, React Native, HTML, CSS, SQL
- Technologies: Git, Linux, MongoDB, PostgreSQL, SQLite, OpenCV, Keras, Tensorflow, MobX, Node, Express

Work Experience

Intel Corporation – Software Engineering Intern

 Developed a telemetry query application; Used a SQL-based relational database, Python and Flask for the server, and JavaScript, HTML, and CSS for the frontend.

Vancouver. BC, Canada

Took initiative to optimize and contribute to Intel's Python workflows, libraries, and APIs.

May - Dec 2020

- Awarded several times, for quality, completeness, and detail of work.

TRIUMF: Canada's Particle Accelerator – Beta-Decay Researcher

Optimized data acquisition using camera's software development kit to process images.

BC, Canada Jan - Apr

Vancouver.

 Increased camera's frame rate by over 300%, using C++ to implement dynamic memory allocation and multithreading - crucial in capturing the quickly decaying atoms.

2019

Exposed and corrected errors and contradictions previously missed by the research team.

Education

University of British Columbia – Engineering Physics & Computer Science, BASc.

Vancouver,

- Coursework: Software Engineering (94%), Data Structures & Algorithms (82%), Machine Learning Competition (93%), Robot Competition (82%), Relational Databases (In Progress)

BC, Canada 2016 - 2022

- Involvements: Orbit: Satellite Design Team, Physics & Math Teaching Assistant

GPA: 80%

Achievements

- Distinctions: Dean's Honour List (80%+ GPA, 27+ credits), 1st Place UBC 2020 Software Engineering Competition (28 teams, 100+ participants), Intel Recognition Program (\$200+), 4th Place Machine Learning Competition (20 teams), Honourable Mention nwHacks 2021 (197 teams, 776 participants)
- **Programs:** Science One (70 students; enriched 1st year science; 87%), Engineering Physics (60 students)
- Awards: Shane Simpson Governor General Award, Distinction in University of Waterloo Math Contests

Technical Projects

3D-O (Web Application) – In Progress (Personal Project)

Winter

- Mission: to combat COVID19 by sharing my lifelong hobby, 3d-origami, to promote social distancing.

2021

- 3D project-modelling interface via Three.js; Paint-by-pixel interface via React, MobX State Tree.

Bear Buddies (Web Application) – Distinction / 197 Teams (Hackathon, Team of 4)

Winter

Mission: to alleviate COVID19-related mental health struggles in kids and teens; to promote self-care.

2021

Distinguished in nwHacks 2021, Western Canada's largest hackathon with over 700 participants.

Daily Dash (Mobile Application) – 1st / 28 Teams (Course Project, Team of 4)

Fall

Mission: to empower users across all walks of life to achieve their life goals via regular, repeated efforts. 2020

Dynamic forms via React Native, MobX State Tree; Push notifications, authentication, via Google Firebase.

Machine Learning Robot Competition – 4th / 20 Teams (Course Project, Partnership)

Fall

Mission: to program a simulated robot for a Robot Operating System machine learning competition.

2019

- Autonomous navigation via OpenCV, reinforcement learning, and image processing tools in Python.
- Convoluted neural network, via Keras and TensorFlow, accurately identify alphanumeric characters.

Robot Competition – Top 3 / 15 Teams in Time Trials (Course Project, Team of 4)

Summer

Mission: To prototype and build a tape-following, stone-collecting robot for a student competition.

2019

Accurate PID control algorithm and C++ state machine enable autonomous navigation and functionality.