LINA NGUYEN

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ACHIEVEMENTS

1st Place UBC 2020 Software Engineering Competition, **4th Place** Machine Learning Competition, **Honorable Mention** nwHacks 2021 (Western Canada's Largest Hackathon), **UBC Dean's Honour List** (85%+ GPA, 27+ credits, full course-load)

EDUCATION

University of British Columbia

Sept 2016 - Apr 2022, Vancouver BC

Engineering Physics, Computer Science Specialization – Bachelor of Applied Science

GPA: 3.7 / 4.0

- Coursework: Software Engineering, Data Structures + Algorithms, Relational Databases, Machine Learning,
 Probability, Applied Linear Algebra, Digital Systems + Microcomputers, Mathematical Proof, Robot Competition
- o **Involvements:** Physics Teaching Assistant (2019-2022), Math Teaching Assistant (2017-2019), Orbit (Satellite Design Team) Software Developer (2017-2018), Orientation Leader (2017)

WORK EXPERIENCE

Meta - Software Engineer

Nov 2022, Menlo Park CA

o Impacted by Meta's 2022 mass layoffs in the first week.

Coursera – Software Engineer Intern

Sept – Dec 2021, Toronto ON

- Increased accessibility, efficiency, and cohesiveness by over 30% while reducing errors and redundant work by migrating frontend React.js components to a novel design system, using TypeScript and JavaScript.
- Increased quality and robustness of React.js components by taking initiative to create Jest unit tests test suite.

Later (Social Media Scheduler) - Software Engineer Intern

May - Aug 2021, Vancouver BC

- Increased output accuracy by over 50% for Later's most used paid feature, used 50,000 times a week, by developing a scalable Flask and Python API, enabling novel machine learning models to be used for the 1st time.
- Eliminated 80% of API-related production failures by implementing automated API documentation and diffing.

Intel - Software Engineer Intern

May - Dec 2020, Vancouver BC

- Organized over 5 million data entries by developing a scalable telemetry query application using a SQL relational database, Python and Flask for the backend, and JavaScript, HTML, and CSS for the frontend.
- Reduced runtimes by 30% by taking initiative to optimize and automate Intel's Python workflows and libraries.
- Awarded over \$200 via the Intel Recognition Program for quality, completeness, and detail of work.

TRIUMF (Particle Accelerator) – Researcher + Software Developer Intern

Jan – Apr 2019, Vancouver BC

- Increased camera's frame rate by over 300%, using a software development kit and C++ to implement dynamic memory allocation and multithreading – crucial for capturing the experiment's quickly decaying atoms.
- Corrected errors missed by the research team for over 6 years.
- Collaborated with multi-disciplinary teams to author a work term report now published on TRIUMF's website.

TECHNICAL PROJECTS

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

Dec 2020 - Present

- Mission: to combat COVID19 by sharing my creative, lifelong hobby, 3d-origami, to promote social distancing.
- 3D project-modelling interface via Three.js; Paint-by-pixel interface via React.js, MobX State Tree.

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

Sept - Dec 2020

- Mission: to empower users across all walks of life to achieve their life goals via regular, repeated efforts.
- o Dynamic forms via TypeScript and React Native; Push notifications, user authentication via Google Firebase.

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

Sent - Dec 2019

- Mission: autonomous navigation via OpenCV, reinforcement learning, and image processing tools in Python.
- o Identified alphanumeric characters with 99% accuracy with a convolutional neural network built with Keras.

TECHNICAL SKILLS

Languages: Python, TypeScript, JavaScript, C, C++, HTML, CSS, SQL, Java, Bash

Technologies: React.js, Node.js, Postgres, Docker, AWS, Datadog, Git, Linux, React Native, Express.js, MongoDB, Azure