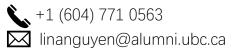
# LINA NGUYEN +1 (604) 771 0563 In linkedin.com/in/nli linanguyen@alumni.ubc.ca github.com/n-lina





#### Education

## University of British Columbia

Sept 2016 - Apr 2022 (Expected), Vancouver BC

## Engineering Physics & Computer Science, Bachelor of Applied Science

GPA: 3.7+ / 4.0

- Coursework: Software Engineering (94%), Data Structures & Algorithms (82%), Machine Learning Competition (93%), Robot Competition (82%), Relational Databases (84%), Science One (enriched 1<sup>st</sup> year science; 87%)
- Involvements: Orbit (Satellite Design Team) Software Developer, Math & Physics TA, Orientation Leader

## **Work Experience**

Coursera - (Incoming) Software Engineer Intern

Later – Software Engineer Intern

Intel – Software Engineer Intern

Sept - Dec 2021, Toronto ON

May - Aug 2021, Vancouver BC

May - Dec 2020, Vancouver BC

- Developed a scalable telemetry query application, organizing over 5 million data entries, using **SQLite** to query a relational database, Python and Flask for the backend, and JavaScript, HTML, and CSS for the frontend.
- Took initiative to optimize, automate, and add to Intel's **Python** workflows, libraries, documentation, and APIs.
- Awarded over \$200 via the Intel Recognition Program for quality, completeness, and detail of work.

## TRIUMF – Beta-Decay Researcher & Software Developer Intern

Jan - Apr 2019, Vancouver BC

- Increased camera's frame rate by over 300%, using the camera's software development kit and C++ to implement dynamic memory allocation and multithreading – crucial for capturing the quickly decaying atoms.
- Corrected errors, inconsistencies, and contradictions missed by the research team for over 6 years.
- Authored a work term report now published on TRIUMF's website and included in TRIUMF's publication library.

## **Technical Projects**

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

Winter 2021

- 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, MobX State Tree.

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

Fall 2020

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

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

Fall 2019

- Mission: to program a simulated robot for a Robot Operating System machine learning competition.
- Autonomous navigation via OpenCV, reinforcement learning, and image processing tools in Python.
- Convoluted neural network, implemented with Keras, identifies alphanumeric characters with 99% accuracy.

## Robot Competition – Top 3 / 16 Teams, Time Trials (Course Project, Team of 4)

*Summer 2019* 

- Mission: To prototype and build a tape-following, stone-collecting robot for a student competition.
- Accurate PID control algorithm and C++ state machine enable autonomous navigation and functionality.

#### **Achievements**

Dean's Honour List (80%+ GPA, 27+ credits), 1<sup>st</sup> Place UBC 2020 Software Engineering Competition (28 Teams, 100+ participants), 4<sup>th</sup> Place Machine Learning Competition (20 Teams), Honourable Mention nwHacks 2021 (Western Canada's Largest Hackathon; 197 teams, 776 participants), Intel Recognition Program (\$200+)

#### **Technical Skills**

Languages: Python, JavaScript, TypeScript, C, C++, Java, React.is, React Native, HTML, CSS, SQL, LaTeX, Bash Technologies: Git, Linux, MongoDB, Node.js, Express.js, MobX, SQLite, MySQL, OpenCV, Keras, Three.js, Android