LINA NGUYEN

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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 (94%), Data Structures + Algorithms (82%), Relational Databases (84%), Machine Learning Competition (93%), Robot Competition (82%), Machine Learning (84%), Science One (87%)
- **Involvements:** Orbit (Satellite Design Team) Software Developer, Math + Physics TA, Orientation Leader

WORK EXPERIENCE

Meta – Software Engineer *Nov 2022, Menlo Park CA*

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

Machine Learning Robot Competition – 4th / 20 Teams (Course Project, Partnership) *Sept – Dec 2019*

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

ACHIEVEMENTS

Dean's Honour List (80%+ GPA, 27+ credits), **1st Place** UBC 2020 Software Engineering Competition, **4th Place** Machine Learning Competition, **Honourable Mention** nwHacks 2021 (Western Canada's Largest Hackathon)

TECHNICAL SKILLS

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

Technologies: Git, Linux, React.js, React Native, Node.js, Express.js, MySQL, MongoDB, Android, AWS, Azure, Docker