NAM NGUYEN

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Technical Skills

Programming Languages: Java, HTML, CSS, JavaScript, SQL, C, C++, Python
Libraries/Frameworks & Databases: Spring, React.js, PostgreSQL, MongoDB, JavaFX, JUnit
Developer Tools: Visual Studio Code, Xcode, IntelliJ, GitHub, Docker, Bootstrap Studio

Personal Projects

Pet Adoption Web Application | *React.js, CSS, Java, Gradle, PostgreSQL, Docker* May 2024 - Present

- Developed a user-centric microservices web application connecting communities with nearby animal shelters, enhancing pet adoption rates.
- Designed and implemented the client-side of the web application in React.js, creating a responsive, swipe-based UI with mechanics similar to the popular app Tinder, significantly enhancing user engagement.
- Integrated RESTful APIs and secure user authentication with Google and Facebook logins.
- Leveraged Docker to containerize and deploy applications, which simplified workflows and made sure everything works consistently across different environments.

Tokimon Card Collector System | *CSS, Java, JavaFX, JUnit, Spring* July 2024

- Developed a Tokimon card collector system using Spring Boot and JavaFX, enabling users to perform CRUD operations on Tokimon cards.
- Implemented RESTful APIs for data management, allowing users to create, update, and maintain their collection efficiently.
- Developed comprehensive unit and integration tests using JUnit 5 and Spring Boot's testing framework, ensuring proper functionality and desired result from each API endpoints.

Realtor Web Application | *HTML, CSS, JavaScript, Java, Spring, PostgreSQL, Docker* January - April 2024

- Created a monolithic web application with a modern, responsive UI using Spring Boot, HTML, CSS, and JavaScript, earning positive customer feedback by incorporating in-depth research on current aesthetic trends in the real estate industry.
- Developed and maintained PostgreSQL database systems, ensuring efficient data management and integrity through CRUD operations.
- Enhanced user engagement by integrating Google Maps API and automated emails with Mailgun API.

Simple Talk | *C, POSIX Threads, Sockets* February 2024

- Developed *Simple Talk*, a multi-threaded chat application using C, enabling real-time communication between machines via UDP/UNIX protocols.
- Implemented concurrent message sending and receiving through POSIX Threads, optimizing performance with a List ADT for O(1) access time.
- Designed a terminal-based interface for seamless communication, allowing users to specify custom port numbers and remote addresses.

Education

Simon Fraser University January 2023 - Present
Bachelor of Science in Computing Science *Burnaby, BC*