

NAM NGUYEN

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Technical Skills

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

Libraries/Frameworks & Databases: Spring, React.js, PostgreSQL, MongoDB, JavaFX, JUnit

Developer Tools: Visual Studio Code, Xcode, Figma, IntelliJ, GitHub, Docker, Bootstrap Studio

Personal Projects

Sort Visualizer | *TypeScript, React.js, CSS*

Jan 2025 – Present

- Built an interactive web application to visualize comparison-based and non-comparison-based sorting algorithms, encouraging algorithm exploration and simplifying complex concepts.
- Designed a dynamic and responsive UI with React.js, incorporating animations to display sorting processes step-by-step.
- Integrated audio feedback and a Dune-inspired theme to enhance user interaction and create an engaging experience.
- Implemented algorithms using TypeScript for stricter type checking, improving code reliability and reducing potential bugs during development.

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, achieving 85% test coverage and 97% reliability, ensuring proper functionality and desired results from each API endpoint.

Realtor Web Application | *HTML, CSS, JavaScript, Java, Spring, PostgreSQL, Docker*

January – April 2024

- Developed a monolithic web application with Spring Boot, HTML, CSS, and JavaScript, enhancing a realtor's online presence and client connectivity.
- Increased client satisfaction by 95% through research on aesthetic trends in the real estate industry.
- Managed and optimized PostgreSQL database systems to ensure data integrity and efficient CRUD operations.
- Boosted user engagement by 15-25% through the integration of Google Maps API for property visualization and automated email notifications via Mailgun API, resulting in higher user interaction and conversion rates.

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.
- Developed a terminal interface enabling users to specify custom ports and remote addresses for seamless communication.

Non-Technical Experience

Cashiers and Customer Service | *Canadian Tire Grandview*

November 2021 – April 2024

- Collaborated effectively with team members and acted as an intermediary between customers and manufacturers.
- Resolved both routine and unexpected problems by understanding and adhering to company policies, ensuring customer satisfaction and clear communication.
- Maintained a positive attitude and high-quality service under pressure during busy periods.

Education

Simon Fraser University | *Burnaby, BC*

January 2023 – Present

B.sc. Computing Science