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DEREK NGUYEN

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EDUCATION

University of California, Los Angeles **Fall 2013 – Spring 2017 (Expected)**

- 3rd year undergraduate Computer Science, GPA: 3.555
- **Coursework:** Software Construction Laboratory, Logic Design of Digital Systems, Operating Systems Principles, Computer Systems Architecture, Database Systems, Algorithms and Complexity, Computer Network Fundamentals, Fundamentals of Artificial Intelligence, Formal Languages & Automata Theory

EXPERIENCE

❖ **UCLA EPSS Space Environment Model Group** **October 2015 – Present**

- Writing and testing computer codes, plotting and visualizing data, maintaining and writing documentation for data and models regarding astronomical features in outer space environment

PROJECTS

❖ **Password Manager/ Steganography (Languages: Java)** **July - August 2015**

- Desktop applications built with Eclipse Window Builder. Password Manager allows the user to insert, delete, update, and search their usernames and passwords stored using SQLite.
- Steganography allows the user to hide text messages inside an image and also retrieve the hidden messages

❖ **Personal Website (Languages: HTML, CSS, Javascript, Framework: Bootstrap)** **July 2015 - Present**

- Online portfolio of my programming skills, interests, projects, and a few useful web tools, such as a world clock and a stopwatch

❖ **Tetris Game (Languages: Java)** **September 2015 – Present**

- Working with a friend on an implementation of the classic tetris game in Java using Maven, JUnit and Mockito for unit testing, and Java Swing for graphics.

❖ **HackSC 2014 (Name: in kitchen, Languages: Javascript, HTML, CSS)** **November 2014**

- With a team of four people, we made a web application where the user can input food ingredients that they have and it will generate a list of recipes corresponding to those ingredients
- Implemented the front-end UI of the application with a partner and made use of Yummly's API

❖ **Movie Database (Languages: C++, PHP, HTML)** **Spring 2015**

- Given information about movies and actors, built a B+ tree upon the data for fast lookup
- Created a web user interface that allows users to insert new movies and search for available movies/actors in the database.

EXTRACURRICULAR

❖ **AIAA Unmanned Aerial Systems (Language: Python, Matlab)** **October 2015 – Present**

- Worked on AI with a team to implement an aircraft's image recognition system to recognize shapes and color of signs as it navigates through designated waypoints on a test course

❖ **IEEE MicroMouse (Language: C++)** **October 2014-May 2015**

- Group project to create a maze-solving robot mouse using Arduino and Teensy microcontrollers, sensors, H-bridge, and wheel motors

SKILLS/STRENGTHS

Programming Languages: C++, Java, HTML, CSS, Javascript, Python, Matlab, PHP, SQL, Lisp, Bash

Development Tools: Visual Studio, Eclipse, IntelliJ IDEA, Git, Sublime Text, Maven, Emacs, VirtualBox, Android Studio, SQLite, Arduino, Electron, Adobe Photoshop/Illustrator