NGHI NGUYEN

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OBJECTIVE   Seeking a challenging position in the areas of IT and software engineer

EDUCATION   **B.S.** in **Computer Science**, GPA: 3.87, Dean's List 2024. San Francisco State University, CA**.**   Expected **Dec 2024**

EXPERIENCE

San Francisco State University   **San Francisco, CA**
Teaching Assistant   Jan 2024 – Present
- Hosted weekly 3-hour sessions for 11 students to understand loops, if-else algorithms, classes and objects in **Java**
- Ensured all students excelled in their coursework by offering help and constructive feedback on programming skills
- **100%** of students passed the class, with **64%** attaining an A through my interactive lessons and personalized support

Dazzle Studio   **Boston, MA**
Front-End Developer   Oct 2023 – Present
- Developed responsive web application for beauty salon to showcase services and information, using **HTML, JavaScript, and jQuery**
- Enhance user experience for purchasing online gift cards, resulting in a **50%** increase in gift card purchases
- Maintained and updated website using object-oriented programming techniques to ensure optimal performance and user satisfaction

Marshall Retail Group   **San Francisco, CA**
Customer Service Supervisor   May 2022 – Jan 2023
- Supported customers' inquiries, purchase products and services as Session Sale Leader, achieve the company's sales goals of 70%

PROJECTS

Social Media Web Application
- Created a social media website for college students, staff, and professors, focusing on back-end development by using **AWS** to host server and **MySQL** to store and organize user data and content, ensuring data reliability
- Secured and standardized interactions between users and system when retrieving data by **RESTful API**
- Collaborated with team of six, following software development process, like **Agile/Scrum** and **Test-driven** method

Tank Battle | GitHub
- Developed a two-player tank battle game with Java programming and Java Swing, showcasing proficiency in object-oriented programming (OOP) by implementing separate classes for core game mechanics including tank movement, collision detection, animations, and sounds
- Optimized abstract classes and interfaces to reduce more than **50%** risk of class pollution
- Created user interface (UI) with CardLayout-based panels for gameplay screens, enhancing responsive and interactive user experiences

Full-Stack Web Application | GitHub
- Developed robust backend with **Express.js** and **Node.js** and front-end languages **HTML, CSS,** and **JavaScript** for a video-sharing platform for **1000+** users
- Employed **MySQL** database with express-mysql-session to securely store user information and session data
- Used **bcrypt** for password hashing to enhance user data security and privacy

TECHNICAL SKILLS

- Languages: Java, JavaScript, C/C++, C#, Python, HTML/CSS, SQL
- Internet: HTTP, SSL, Dynamic HTLM, XHTML
- Frameworks & Libraries: mySQL, jQuery, React, Node.js, Express.js, AWS, RESTful API, JSON
- Platform: Git, Intellij, VS Code, Eclipse, PeopleSoft, mySQL, VirtualBox, Windows, Unix, Linux, Ubuntu, Tomcat, JRun, iPlanet
- Business: MS Office Suite, Excel programing

RELEVANT COURSEWORKS

Operating System
- Worked with Linux commands about concepts in operating systems: concurrent processes, file system, memory management
- Employed advanced **C** programming techniques and Unix system calls to interacts with operating system and gained experience in addressing challenges related to deadlock, synchronization techniques, and distributed processing

Artificial Intelligence
- Used **Python** to solve programming exercises in topics: heuristic search, game playing, agent architectures, machine learning, computational models of virtual humans, and genetic algorithms

Software Engineering
- Designed software applications following object-oriented techniques, including encapsulation, inheritance, and polymorphism
- Improved problem-solving skills and code algorithms by continuous debugging and testing