

# 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

### 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

### San Francisco State University

**San Francisco, CA**

*Teaching Assistant*

Jan 2024 – May 2024

- 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

### 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 HTML, 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