**NGU NGUYEN**

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***Creative Software Engineer | Cybersecurity***

**CAREER SUMMARY**

Imaginative, Highly Focused Software Engineer, with many years of experience developing dynamic code. Flexible Team Player with a deep understanding of, and the proven ability to excel in fluid environments. Dynamic Professional, poised to graduate from a Cybersecurity Master Degree Program, with solid coding and educational institute experience, seeking to utilize my proven critical thinking and problem solving skills to implement and apply the theories I learned to improve how clients protect their data.

**PROFESSIONAL STRENGTHS AND TECHNICAL SKILLS**

**Hard Skills**

Java JavaScript C# HTML

CSS Bootstrap SQL XML

PHP Python Unity 3D After Effects

Pro Tools Maya Autodesk Photoshop Final Cut X

**Theories Learned**

IDS/IPS Scheduling Incident Handling Response & Recovery

Network Security Statistical Analysis Encryption Process Improvement

Penetration Testing Malware Analysis Transaction Analysis SDLC

Quality Assurance NIST HIPAA PCI PSS

OWASP GLBA GDPR CCPA

**ACCOMPLISHMENTS**

* Bachelor of Science Degree GPA: 3.78/4.00
* Master of Science Degree GPD: 3.52/4.00
* Created Game Applications for Wilmington University that the school uses for open house recruitment
* Graduated with honors, and hired as an Adjunct Professor immediately after graduation

**WORK HISTORY**

**Adjunct Professor** – Wilmington University (November 2016—Present)

Provide comprehensive instruction in the following courses.

* GMD 100 (Introduction to Unity 3D)
* GMD 110 (Introduction to C#)
* GMD 300 (Advance Unity 3D Game Engine)
* VMG 325 (Character Rigging using Maya Autodesk)

**EDUCATION**

* Wilmington University – Bachelor of Science in Game Design and Development
* Wilmington University - Master of Science in Cybersecurity. Expected Graduation Date: September 2019
* Java intensive training with Per Scholas