**NGU NGUYEN**

Philadelphia, PA | (267) 303-2702 | [nguhnguyen@gmail.com](mailto:nguhnguyen@gmail.com) | [ngunguyen777.github.io/Portfolio\_NguNguyen/](file:///Users/ngunguyen/Documents/Portfolio_NguNguyen/Resume/ngunguyen777.github.io/Portfolio_NguNguyen)

***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 EXPERIENCE**

**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)

**STRENGTHS AND TECHNICAL SKILLS**

**Hard Skills**

Java JavaScript C# Spring Boot

Angular HTML CSS Bootstrap

SQL XML PHP Unity 3D

After Effects Pro Tools Maya Autodesk Photoshop

**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

**EDUCATION**

* Java intensive training with Per Scholas
* Wilmington University - Master of Science in Cybersecurity
* Wilmington University – Bachelor of Science in Game Design and Development