

Binh Nguyen Long Nguyen

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EDUCATION

University of Houston

B.S. Computer Science - GPA: 3.20

Honors: Dean's List 2019 - 2022

Houston, TX

Aug 2019 - Dec 2023

Relevant Coursework: Data Structures & Algorithms, Algorithms & Complexity, Database Management, Ubiquitous Computing, Software Design, Fundamentals of Software Engineering, Operating Systems

Extracurriculars: Society of Women Engineers, Society of Asian Scientists & Engineers, CougarCS

SKILLS

Advanced: C++, Python, JavaScript, CSS

Intermediate: Swift, SQL, NoSQL, HTML

Beginner: C#, Git

Frameworks/Libraries: Node JS, React, Express JS, Bootstrap, Extended JS

PROJECTS

iOS Weather App (Introduction to Ubiquitous Computing, Fall 2023)

- Developed an iOS weather application for real-time weather updates tailored to the user's current location, enhancing weather-related information accessibility.
- Implemented data retrieval via the Open Weather API, enabling dynamic displaying of up-to-the-minute weather reports.
- Enhanced user interaction by enabling location selection and seven-day forecast viewing for comprehensive weather readings.
- Used Swift (SwiftUI), and OpenWeather API.

React Personal Portfolio Website (Personal Project, Summer 2023)

- Developed and designed a modern personal portfolio website to showcase skills and projects.
- Optimized the website for cross-device compatibility to enhance user experience.
- Integrated Email JS to allow users to directly connect with the creator by sending messages through the website.
- Deployed the responsive and user-friendly website on GitHub to ensure global accessibility.
- Used JavaScript, React, Node JS, CSS, Email JS, and Git.

Fuel Ordering Website (Software Design, Spring 2023)

- Developed and deployed a full-stack application for an efficient fuel ordering experience.
- Implemented MongoDB for secure and organized data storage.
- Conducted regular statistical unit tests to improve decision making.
- Monitored team progress to maintain high-quality standards throughout the software development lifecycle.
- Used JavaScript, Extended JavaScript, Node JS, CSS, NoSQL, MongoDB, and Git.

2-D Combat Simulation Game (Introduction to Game Art & Animation, Spring 2023)

- Designed and developed visually appealing scenery and characters to create a simulation of a combat game.
- Successfully integrated movement scripts for a more fluid player interaction and character navigation.
- Used C#, Unity, and Clip Studio Paint.

EXPERIENCE

Barista, Tila's Teahouse

Fall 2020 - Spring 2021

- Expertly crafted a variety of beverages, maintaining consistency in quality.
- Engaged with customers to understand preferences and made tailored menu suggestions.
- Ensured adherence to hygiene and safety standards in beverage preparation.