

Nguyen Bui

765-615-8452 | nguyenthaobui04@gmail.com | [linkedin.com/in/nguyenthaobui04](https://www.linkedin.com/in/nguyenthaobui04) | Greencastle, IN

EDUCATION

DePauw University

Greencastle, IN

Bachelor of Arts, double majoring in Computer Science and Mathematics — GPA: 3.76/4.0 (Expected) May 2026

- **Relevant Courseworks:** Object-Oriented Programming, Data Structures, Computer Systems, Mobile Development, Database and File Systems, Foundations of Computation, Differential Equations, Real Analysis, Linear Algebra, Intro to Statistical Computing, Foundation of Advanced Mathematics, Calculus III, Calculus II
- **Awards:** Dean's List Recipient (Fall 2022, Spring 2023, Spring 2024, Fall 2024)

ACHIEVEMENTS

WiCyS 2025 Conference Scholarship Recipient

December 2024

Women in Cybersecurity (WiCyS) Annual Conference

Dallas, TX

- Selected from over 2000 applicants to receive scholarship for the prestigious WiCyS 2025 Conference

ICMC Second Place

April 2024

The Indiana Collegiate Maths Competition (ICMC) - Mathematical Association of Americas

Indianapolis, IN

- Leader of DePauw's team that secured 2nd place among 28 teams from 12 different prestigious institutions

EXPERIENCE

Technical Lab Assistant

February 2025 - Present

DePauw University

Greencastle, IN

- Guided 30+ students with Java programming, debugging, and best practices, improving completion rates by 25%
- Facilitated weekly software development workshops for 40+ attendees, achieving 92% positive feedback

Software Engineer Intern

May 2024 - August 2024

Khoi Nguyen Academy

Da Nang, Vietnam

- Collaborated with other software engineers to develop a responsive educational platform using HTML, CSS, and JavaScript; improved accessibility by 20% and enhanced user experience for students and instructors
- Implemented real-time updates for homework and exams, boosting user engagement by 30% for over 300 users
- Participated in over 15 code reviews and resolved over 10 critical bugs, contributing to improved project stability

Computer Science Teaching Assistant

May 2023 - August 2023

Khoi Nguyen Academy

Da Nang, Vietnam

- Assisted in developing and delivering engaging curriculum for intro programming courses by Python and Java
- Mentored more than 30 students, assisting with coding challenges and core CS concepts
- Collaborated with instructors to create and grade assignments and projects, ensuring to meet learning goals

PROJECTS

Graphics Space Station Satellite Rescue Simulator | Java, BlueJ, AWT

- Developed a Java-based space shuttle simulation game with realistic orbital mechanics, featuring multi-level gameplay, interactive 2D physics, and procedurally generated elements using AWT and BlueJ
- Implemented dynamic gameplay systems including user-controlled shuttle with momentum-based movement, vectorized space station trajectories, and fuel cell docking mechanics
- Optimized rendering algorithms for smooth performance, designed a modular, scalable codebase, and incorporated a scoring system to enhance user engagement and replayability

Tiger Cub - TigerHacks Hackathon | HTML/CSS, JavaScript

- Collaborated with a partner to design a comprehensive platform for DePauw students and faculty, facilitating news updates, social networking, communication, learning resources, and interactive gaming.
- Self-taught HTML, CSS, and JavaScript to create an engaging, responsive, and user-friendly website

Unistroke Character Recognition | Java, BlueJ

- Developed a handwriting character recognition system using Java in BlueJ, implementing image processing techniques to analyze and interpret handwritten input
- Designed and trained a machine learning model to accurately classify handwritten characters on a diverse dataset

TECHNICAL SKILLS

Languages: Java, Python, C++, HTML/CSS, JavaScript, SQL, R, Assembly

Applications: ReactJS, Node.js, WordPress

Developer Tools: Visual Studio Code, IntelliJ IDEA, Eclipse, Replit, BlueJ, Git/GitHub, RStudio

Skills: Flexibility, Problem Solving, Detail-Oriented, Adaptability, Communication, Leadership, Project Management