

Nguyen Bui

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EDUCATION

DePauw University

Greencastle, IN

Bachelor of Arts, double majoring in Computer Science and Mathematics — GPA: 3.71/4.0 (Expected) May 2026

- **Relevant Courseworks:** Object-Oriented Programming, Computer Systems, Foundations of Computation, Data Structures, Real Analysis, Linear Algebra, Foundation of Advanced Math, Calculus III, Calculus II, Calculus I
- **Awards:** Mathematical Association of Americas' Indiana Collegiate Mathematics Competition 2nd Place, Dean's List

Le Quy Don High School for The Gifted

Da Nang, Vietnam

Specialization in Advanced Biology — GPA: 9.3/10

July 2019 - May 2022

- **Awards:** Da Nang City's Science and Engineering Competition 4th Place (2020), High School's Science and Engineering Competition 1st Place (2021) and 2nd Place (2020)

EXPERIENCE

Software Engineer Intern

June 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 percent and enhanced user experience for students and instructors
- Implemented real-time updates for homework and exams, boosting user engagement by 30 percent for 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.
- Using HTML, CSS, and JavaScript to create an engaging 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

ACTIVITIES

Internal Vice-President

May 2023 - May 2024

Vietnamese Student Association

Greencastle, IN

- Coordinated over 8 multicultural events attracting more than 500 attendees, promoting intercultural awareness
- Managed financial operations, led fundraising initiatives, and drove 30 percent membership expansion.

TECHNICAL SKILLS

Languages: Java, Python, C++, HTML/CSS, JavaScript

Frameworks: React, WordPress

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