NICOLE NGUYEN

✉ nicoleennguyen@gmail.com   🌐 nicolenguyen.dev   📞 (626) 993-5247   in nicoleyennguyen   �nico hhle

EDUCATION

University of California, Riverside   June 2021
B.S. Computer Science 2021
GPA 3.76/4.0 | Chancellor's Honors List, Dean's Honor's List
Key Courses: Data Structures and Algorithms, Automata and Formal Languages, Compilers, Information Retrieval, Natural Language Processing, Technical Communications

SKILLS

PROGRAMMING: C/C++, Javascript, Python, React/Node.js, C# (basic)
SOFTWARE/TOOLS: Microsoft Office, Latex, MacOS, Linux, HTML/CSS, Git
LANGUAGES: English, Vietnamese, Mandarin (basic)

EXPERIENCE

UCR Academic Resource Center   Sept. 2020 - Current
Tutorial Assistance Program Academic Tutor
- Responsible for preparing and performing individual and/or group tutoring at most 20 hours a week
- Attend scheduled supervisor/ASE meetings and communicate effectively with management
- Maintain student records, grades, and meeting notes

The HeadBand Project   June 2020 - Current
Media Executive
- Work with a board to provide headbands to healthcare workers free of cost, with over 1200 headbands sent out and over 10 hospitals reached
- Responsible for managing a team and creating graphics and/or other media for any outreach, communications, and social media platforms
- Attend board meetings every week to give updates, come to decisions, and plan new ways to outreach, manage, and maintain the organization better

PROJECTS

Personal Website | HTML/JSS   Aug. 2020
- Created a personal portfolio website that displays timeline, an extracurricular, and other personal information using HTML/CSS
- Pre-designed layout using Procreate and personally painted background
- Implement simple responsive timeline with free online front-end template provided

NLP Yelp Topic Tagger/Classifier | Python, Jupyter Notebook   June 2020
- Approached project using Google Cloud Platform AutoML Natural Language API
- Extracted and analyzed topics from a sizable pre-downloaded data set from Yelp using Latent Dirichlet Allocation (LDA)
- Broke down data using genism, spacy, and a vectorizer and removed punctuation, add lemmatization/stemming, and create a word matrix

Dino Run Game | C   Feb. 2020
- Coded a game mimicking Google's Dino Run using C to showcase embedded systems and intermediate state machine knowledge
- Worked with hardware such as ATMEGA1284, LCD display, joystick, and Nokia 5110

3 Phase Compiler | C, Python   Jan. 2020 - Feb. 2020
- Implemented the first three phases of a compiler for a "MINI-L" programming language using C and Python interchangeably
- Created lexical analyzer, parser generator, and code generator using tools such as flex, bison, and mil

R'Shell | C++   May 2019
- Created a shell modeled after a Linux terminal using varying design patterns
- Took in and parsed input from user in order to execute commands
- Worked with system functions including fork, execvp, and waitpid

Weather Finder App | React/Node.js, HTML/CSS   July 2019
- Used React/Node.js and a free online API to build an interactive weather finder
- Used HTML/CSS in order to format the webpage for the React App

ACTIVITIES

UVSA, *Tet Festival Media Team*   Sept. 2019 - Current
- Participate and engage in biweekly workshops revolving around photography, videography, and motion graphics
- Responsible for the covering the entirety of Tet Festival events over three days
- Work together in edit sessions to polish photos and videos collected from the event

Cutie Hack, *Web Development and Operations*   May 2019 - Jan. 2020
- Helped arrange the front-end of the Cutie Hack website and created the Login component with React
- Participated in operations planning of the event and led a committee for the scavenger hunt activity

ORGANIZATIONS

ACM, WinC [ACM-W], Technical Interview and Coding Support (TICS), UCR Senryu Taiko, *General Member*   Current