

# Nguyen Khoi Nguyen

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## EDUCATION

### NATIONAL UNIVERSITY OF SINGAPORE

Aug 2022 - May 2026

Bachelor of Computing in Computer Science

- Dean's list in Semester 1, AY 22-23
- Second Major in Mathematics
- Relevant courses: Software Engineering (A+), Introduction to AI and ML (A-), Data Structures and Algorithms (A+), Programming Methodology II (A+), Programming Methodology (A+), Discrete Structures (A+), Linear Algebra (A+), Calculus for Computing (A+)

## EXPERIENCE

### PROGRAMMING METHODOLOGY MODULE (CS1101S) Teaching Assistant

Aug 2023 - Nov 2023

- Guided year 1 computer science students in achieving understanding of basic methodologies in programming.

### DECISION SCIENCE AGENCY Intern

May 2023 - Aug 2023

- Implemented web and mobile front-end interface integrated into Singlife grow and elevate system using AlpineJS, SCSS, Tailwind, React Typescript and EmotionCSS, enhancing user experience of thousands of users.

## PROJECTS

- Collaborated with team-mates to engineer and fine-tune algorithm to fight in head-to-head tower defence game in Terminal AI Live competition (Fall APAC 2023), clinching overall team third place.
- Engineered backend and mobile frontend for PayDay, a mobile application to reduce risks of online payment for a wide range of users for Tiktok Hackathon 2023, with Expressjs, Firebase and React Native, short-listed to final (submission available at <https://devpost.com/software/payday-digital-wallet>).
- Led a group of students to develop web frontend and backend for MatchMiner platform, an interest-sharing platform (prototype <https://matchminer.fly.dev/>, code base <https://github.com/nknguyenhc/SuperCellMates>), using Django, PostgreSQL, ReactJS, reducing social media pressure and encouraging interest sharing.
- Coordinated team to create Parody Generator, an app that draws songs from Youtube and replace video with images from Stable Diffusion (code base <https://github.com/nknguyenhc/HacknRoll2024>), creating fun parodies of popular songs for users with Youtube API, OpenAI, Stable Diffusion.
- Directed a group of students to create NeuralCats, a website leveraging OpenAI to generate practice quizzes, aiding students in revising module content for exams (prototype <https://neuralcats.azurewebsites.net/>, code base <https://github.com/nknguyenhc/Neuralcats>), with FastAPI, React, EmotionCSS, Redux.
- Developed Telegram bot to track websites and deliver reminders with Typescript, Telegram API and Puppeteer (prototype [https://t.me/website\\_tracker\\_bot](https://t.me/website_tracker_bot), code base <https://github.com/nknguyenhc/quack-nkn>)
- Investigated mechanisms of coding schemes with C++ and constructed a simulation page for educational purposes with Expressjs and Reactjs (code base <https://github.com/tranvietkhoa/Coding-Schemes-Simulation>).

## TECHNICAL SKILLS

- Techstacks: Python | Django | React | Typescript | NodeJS (Express) | FastAPI | Flask | SQL | C++ | Java | Firebase | AlpineJS | Godot | Docker | Azure | Puppeteer | OpenAI | StabilityAI

## AWARDS AND SCHOLARSHIP

- Award: Terminal (by Correlation One and Citadel) – Fall 2023 APAC – third place
- Award: Tiktok Hackathon 2023 Finalist
- Honour: NUS School of Computing, Top Student in Software Engineering
- Honour: NUS School of Computing, Dean's List (AY 2022-2023 Semester 1)
- Honour: NUS School of Computing, Top Student in Programming Methodology
- Honour: NUS School of Computing, Top Student in Discrete Structures
- Scholarship: NUS ASEAN Undergraduate Merit Scholarship
- Award: Singapore Physics Olympiad 2020 - Gold
- Award: Singapore Mathematical Olympiad 2019 (Open Section) - 20th Rank and Gold

## EXTRA CURRICULAR ACTIVITIES

### NUS GAME DEVELOPMENT GROUP, Workshop Lead

Aug 2022 - Present

- Lead workshops on Godot game development engine for new members in Academic Year 2023-2024, equipping members with game development skills within 4 weeks and elevate members' game development skills.