

# Noah Nguyen

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## EDUCATION

**University of Washington | Seattle, WA**  
B.S. in Computer Engineering

Jun. 2028

**Relevant Courses:** Intro CSE, HW/SW Interfaces, Data Structures, Calculus, **Object-Oriented Programming**  
**SKILLS**

**Languages:** Java, HTML, CSS, Python, C, **Latex**

**Technologies:** Linux, Git, **VS Code**, Cursor, **Windows Suite**, **Adobe Premiere Pro**, Overleaf, Figma

**Core Competencies:** Learner, Adaptable, **Interpersonal Skills**, Problem Solver, **Detail Oriented**, Team Player  
**EXPERIENCE**

**Jaemzware LLC | Intern | Seattle, WA**

Aug. 2025 - Dec. 2025

- Collected and validated skatepark data through systematic data mining and entry processes, creating a clean dataset foundation for the Skatepark Map application, and adding 100+ skateparks to application
- Pitched UI/UX feature ideas for Skatepark Map app, including image gallery and zoom feature, collaborating with supervisor weekly to brainstorm and implement improvements enhancing user experience

**Skate Like A Girl | Summer Camp Assistant Instructor | Seattle, WA**

Jun. 2025 - Present

- Instructed diverse groups of up to 10 youth participants ages 5-16 in skateboarding fundamentals and progressive skill development, adapting teaching approaches to individual skill levels and learning styles while demonstrating patience and enthusiasm in a safe, supportive environment
- Collaborated with Lead Counselors and support staff to deliver comprehensive camp programming including interactive activities, skill showcases, and group discussions, while managing daily logistics such as equipment setup, participant check-in/out, and team coordination

**Adjacency Bias | Media Contributor | Seattle, WA**

Aug. 2024 - Present

- Self starter. Conceptualize, propose, and execute multimedia content projects centered on local skateboarding events, demonstrating ownership and strategic thinking, contributing videos and articles that have 5,000+ views
- Developed proficiency in video editing, photography, videography, video production, interviewing, article writing, and social media management to create multimedia content that drives engagement and builds brand presence within the Seattle skate community, thriving in dynamic, unpredictable environments

## PROJECTS

**Melt The Ice | Front-End Development & UX Design**

Jan. 2026

- For WINFO Hackathon: Designed and implemented a responsive, accessibility-first interface using **React**, and constructed a high-fidelity **Figma iOS prototype** to guide mobile-first UX decisions for real-time, community-verified ICE sighting reports
- Implemented inclusive UX features including one-click English-to-Spanish translation, colorblind-friendly design, and developed city “fly-to” map feature using React

**Bus Tracker | Full-Stack Development**

Dec. 2025

- Developed a real-world tool to improve commute efficiency by providing focused, real-time bus arrival tracking for bus route taken daily to go to school
- Built a full-stack web application using Spring Boot and JavaScript to display real-time public transit data via a third-party REST API hosted via GitHub Pages

## LEADERSHIP & ACTIVITIES

**University of Washington Skate Club | President**

Sep. 2025 - Present

- Lead operations for weekly skate club [30+ members] by coordinating with admin team to plan skate meets, quarterly thrift sales, secure brand partnerships (Monster Energy), and create/manage social media, developing strong communication, delegation, and logistical planning skills

## AWARDS & HONORS

**Costco Diversity Scholarship Recipient | Seattle, WA**

2024-2028

- Scholarship for **high-achieving, high-need students** from communities under-served in education. Awards \$10,000 each year over 4 years of university, only for UW Seattle and Seattle University students

**Allen School Scholars Program | Seattle, WA**

2024-2025

- One-year cohort-based program focusing on supporting **emerging leaders** from first generation, low-income, and underserved students in Washington State pursuing a degree in Computer Science or Computer Engineering
- Collaborated with peers to design and build functional applications, strengthening teamwork and developing **leadership skills** in a project-based environment