

Trung Nguyen

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Portfolio: <https://ntrung1008.github.io/>

EDUCATION

Portland State University, Portland, OR

August 2020

Bachelor of Science in Computer Science

Relevant Coursework: Programming Systems, Computer System Programming, Data Structures, Principles of Programming Languages, Intro to Operating Systems, Rust Programming, Discrete Mathematics, Probability & Statistics

Skills

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

Tools: ReactJs, MongoDB, Git

Experience

SheerID Software Engineer Intern

June 2021

- Designed and developed websites and emails to meet customer's requirements using HTML, CSS, and Javascript

PROJECTS

Context AR

August 2020

- Created a treasure-hunt web application with six engineers to help professors teach English to foreign students
- Utilized ReactJS and LeafletJS to create front end interface that allows professors to add instruction pins on the map
- Implemented copy feature by storing pins as templates in MongoDB for future usage.
- Improved performance by displaying only pins within a certain radius to the user location using OpenDataSoft API
- Implemented social network sharing features using ReactJS to enable achievement-sharing with other students
- Used Agile methodology with Jira to refine and develop new features

Pokedex

March 2020

- Built an index Pokemon website to help fans find, catch and build Pokemon teams by utilizing pokeAPI and Javascript
- Wrote search functionality using JavaScript to find information about one specific Pokemon more efficient
- Developed all region maps to help fans navigate around the Pokemon world
- Developed Moves page to display attack power and attribute type of every Moves in Pokemon games
- Implemented comparison feature to help optimize Pokemons team
- Improved performance and saved resources by implementing lazy loading

ATAC Arcade

November 2019

- Built full-stack website application which can host different HTML games for entertainment
- Designed and built the first three games using Javascript which are Flappy Bird, Space Invader, and Snake
- Designed and implemented difficulty scaling, score, and rank systems for competitive purposes

Snake

August 2019

- Worked in a team of two engineers to create a snake game using Rust
- Designed additional features for base game such as: adding walls, teleport holes, poison apples and invisible snakes
- Improved base game by creating co-op and versus mode for two players

Adventure Game

March 2019

- Worked in a team of six engineers to develop a single-player adventure game by using Python
- Designed and built event system to reward players with items and gold
- Designed and balanced items, weapons, player, and enemies to create an exciting game
- Implemented prototype to present the idea to teammate and classmate