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
- 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
- Built an index Pokemon website to help fans find, catch and build Pokemon teams by utilizing pokeAPI and Javascript
- Enabled fans to search for and filter Pokemons by names using Javascript
- Helped fans navigate through the Pokemons world by creating Regions maps
- 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
- Built full-stack website application which can host different HTML games for entertainment and competition
- 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
- Increased replayability by adding adding walls, teleport holes, poison apples and invisible snakes using Rust
- Improved base game by creating co-op and versus mode for two players

Adventure Game
- Designed and built event system to reward players with items and gold using Python
- Balanced items, weapons, player, and enemies to create an exciting game
- Constructed and presented prototype to ensure team has a strong understanding of the game