

# Trung Nguyen

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

## EDUCATION

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**Portland State University**, Portland, OR

August 2020

*Bachelor of Science in Computer Science*

**Mt. Hood Community College**, Gresham, OR

May 2018

*Associates of Science in Nursing (CNA)*

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

**Skills:** C++, C, JavaScript, Python, Java, ReactJs, HTML, CSS, MongoDB

## PROJECTS

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**Context AR, a web application to teach English to foreign students**

August 2020

*Co-Engineer*

- Created a Javascript based immersive application during my capstone project with six engineers
- Utilized ReactJS to create front end interface for application
- Built the Google Map export feature and view pin module using ReactJS
- Reworked the reach goal feature in project build
- Used agile methodology for project with Jira

**Pokedex, a Pokemon index web application**

March 2020

*Lead Engineer*

- Built an open source website dedicated to the world of Pokémon
- Wrote search functionality using JavaScript
- Created retrieve Pokemons, regions and move lists using JavaScript
- Utilize pokeAPI to retrieve Pokémon data

**ATAC Arcade, a website which has 3 small games**

November 2019

*Co-Engineer*

- Full stack web development project with two engineers
- Created website using JavaScript that allows people to play three games
- Responsible for creating the games using JavaScript

**Snake**

*Lead Engineer*

August 2019

- Worked in a team of two engineers to create snake game
- Implemented score system, base game and two player control using Rust

**Adventure Game**

March 2019

*Lead Engineer*

- Worked in a team of six engineers to develop a single-player adventure game
- Implemented the events system that user sees using Python
- Helped implement the original prototype of the game

## INTERESTS

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Front-End Development, Software Engineering, Game Development