

Pauline Nguyen

69 Brown St, Box 9327 | Providence, RI 02912 | Phone: (669) 294-1769 | E-Mail: pauline_nguyen@brown.edu

EDUCATION

Brown University, ScB. Computer Science, 4.00/4.00 GPA Providence, RI | **Expected Graduation May 2025**
Relevant Courses: Object Oriented Programming, Program Design with Data Structures and Algorithms, Computer Systems, Discrete Structures and Probability, Software Engineering

Leland High School, 4.00/4.00 GPA San Jose, CA | Class of 2021
Valedictorian; National Honor Society

EXPERIENCE

Develop For Good, Software Engineer San Jose, CA (Remote) | May 2023 – August 2023

- Developed functional pages alongside engineers and designers to improve user experience for a nonprofit's website
- Communicated with client weekly to discuss progress, address the client's concerns, and adjust designs
- Leveraged HTML and CSS to ensure the pages were highly accessible and responsive across various screen sizes

Brown University Department of Computer Science, Teaching Assistant Providence, RI | May 2022 – December 2022

- Held weekly office hours for 450-student class to answer conceptual questions and debug coding assignments
- Revised lecture slides on objected-oriented principles, JavaFX classes, and data structures
- Led weekly lab section of 10 students, reinforcing concepts taught during lecture
- Mentored 5 students, holding one on one meetings to support students academically and personally

PROJECTS

Sentiment Analysis JavaScript, Java | April 2023 – May 2023

- Designed an interactive website, using React, that processes user commands and displays data in response
- Implemented a server, using Spark Java, that extracts, filters, and ranks data from external API requests
- Displayed articles relevant to the search query and ranked based on sentiment on the frontend
- Utilized CSS to improve accessibility features such as focus shifting and magnification

Search Python | April 2022 – May 2022

- Implemented a ranking system based on Google's PageRank algorithm to prioritize search results based on relevancy to query in collaboration with a partner
- Optimized file parsing of 1000+ text pages, and query processing by implementing caching using hash maps

Travel Planner Java | March 2022 – March 2022

- Implemented graph traversal algorithms such as depth first search, breadth first search, and Dijkstra's algorithm to find optimal travel itineraries on a map
- Utilized hash map to track the path taken from city to city, then backtracked to return final optimal path

Decision Tree Java | January 2022 – February 2022

- Generated decision tree based on analysis of data, which dictated the paths from a node to final decision at leaf using simplified ID3 machine learning algorithm
- Modeled the tree data structure by writing classes for nodes, edges, and leaves
- Wrote program to partition through majority vote by creating subsets of data based on desired attributes

ACTIVITIES AND LEADERSHIP EXPERIENCE

Full Stack at Brown, Frontend Developer Providence, RI | September 2023 – Present

- Developed newly designed website for a student club, using Javascript, React, HTML, and CSS
- Included features like event scheduling and history to ensure website promotes the club's activities
- Attended weekly meetings with team and project manager to demonstrate progress and discuss improvement

Let's Get Ready, Success Coach San Jose, CA (Remote) | August 2023 – Present

- Scheduled monthly phone calls with 30+ students to discuss financial, social, and academic aspects of college
- Provided tips and resources weekly to familiarize students with campus resources and to assist students with personal challenges, such as course registration and time management
- Facilitated awareness of financial aid deadlines to ensure students met critical submission timelines

SKILLS & INTERESTS

Technical Skills: Java, Python, C, HTML, CSS, JavaScript, React, Git/GitHub, MongoDB, Express

Interests: Soccer, scrapbooking, puzzle games, baking