

Pauline Nguyen

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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, UI/UX

Leland High School, 4.00/4.00 GPA

San Jose, CA | Class of 2021

Valedictorian; National Honor Society

EXPERIENCE

U.S. Census Bureau, *Frontend Engineer Fellow* San Jose, CA (Remote) | June 2024 – Present

- Built user-friendly features and pages for population projection and demographic analysis software using Javascript
- Addressed user pain point by implementing a data display feature that animates graphs using ChartJS
- Designed intermediary R scripts to enhance functionality between backend R functions and frontend interface
- Demonstrated new features and project progress to senior executives and stakeholders across teams

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

- Developed reactive 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 Tailwind CSS to ensure pages were highly accessible and responsive across various screens

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

Uno Health Application Portal Figma | April 2024

- Designed new Medicare enrollment page for startup, prioritizing intuitive and accessible design for the target group
- Guided application process by designing linear user flows with minimalistic pages and high-contrast colors
- Collaborated with other designers to explore solutions, and developed Figma prototypes for feedback

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

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

SKILLS & INTERESTS

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