Kim Han Nguyen

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SKILLS

SQL, PostgreSQL, Python, C, C++, HMTL, R, Java, Prolog, Lisp, Go, TypeScript, React, Assembly, Git, Visual Code, Visual Studio, Linux, Microsoft Office, Google Workspaces, Logisim, SolidWorks 2020, Eclipse IDE, UNIX commands.

PROJECTS

Map Navigation App | Personal Team Project - Frontend Developer (React)   July 2024

- ❖ Designed log-in, sign-up, and register screens with modal functionality, reducing navigation time by 60% and resulting in smoother screen transitions.
- ❖ Designed a dynamic floor layers UI that allows the user to view up to 5 floor layers, with future functionality for adding or deleting layers.
- ❖ Implementing 10 interactive forms with animation forms, resulting in smooth transition between modals.
- ❖ Designed the layout for a project gallery feature, including +Project and Share buttons, allowing for future project creation and sharing functionality.
- ❖ Utilized TypeScript within the React framework.

LinguMedia | C@lHacks 11.0 Hackathon Team Project   October 2024 (Completed in 3 days)

- ❖ Created a navigation system with functional links and buttons to refine the flow across at least 2 pages, resulting in smoother and intuitive transitions.
- ❖ Developed functionality for video display and processing via URL input, improving system performance and ensuring smooth internal testing.
- ❖ Integrated a video upload feature, allowing users to easily upload videos via a dedicated button, enabling smooth video display and processing directly within the interface.
- ❖ Utilized Python within the Reflex framework.
- ❖ https://github.com/we-dont-like-javascript/LinguMedia_pinguAI.git

LINUX sshell Project | Operating Systems Course   April 2023

- ❖ Developed a command-line interpreter, 'sshell,' to process user inputs and execute with over 10 UNIX commands, resulting in improved command execution.
- ❖ Utilized in C.

Arduino Automatic Braking System | AvenueE Cohort Program   September 2022 (Completed in 1 week)

- ❖ Designed the Arduino Automatic Braking System using LED lights, an active buzzer, and ultrasonic sensors, achieving within 2 cm to 400 cm range detection.
- ❖ Developed C++ code to implement system functionality for real-time sensor communication, triggering alarms for object detection within 2 cm to 400 cm, with a 25-millisecond delay per object.
- ❖ Utilized C++ within the Arduino environment.
- ❖ https://github.com/poppychan21/Arduino-Automatic-Braking-System

EDUCATION

University of California, Davis CA   September 2024
- *Bachelors of Science in Computer Science*

EXPERIENCE

CS Student Mentor | AvenueE Cohort Program, UC Davis   March 2023 - May 2024

- ❖ Guided a transfer student in navigating academic resources, such as Canvas and online course platforms, while offering advice on computer science courseworks and career exploration.