

JOHN NGUYEN

Houston, TX

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Education

University of Houston

Aug. 2021 – May 2025

Bachelor of Science in Computer Science

Houston, TX

GPA: 3.7/4.0

Relevant Coursework

- Data Structures
- Algorithms
- Interactive Game Dev
- Computer Org & Arch
- Intro to Automata
- Operating Systems
- Inter Comp Graphics

Projects

Project: G | C#, Unity, VS Code, Aseprite

September 2023

- Designed a 2D gameplay using Unity, and implemented intricate C# scripts for player and AI movement, enhancing gameplay dynamics and immersion.
- Created pixel art and animation assets with Aseprite, ensuring visually appealing characters, mobs, and environments.
- Collaborated with a multidisciplinary team to ensure seamless integration of art assets and programming elements.

Personal Website | HTML/CSS, VS Code

June 2023

- Designed a user-friendly and visually appealing interface using HTML for content structure.
- Utilized CSS to style and format the website, ensuring a cohesive and aesthetically pleasing design.

Matrix Manipulation | C++, VS Code

October 2022

- Implemented a custom data structure using linked lists to store, represent, and manipulate matrices.
- Utilized node and pointer manipulation to navigate through the linked list elements and perform operations accordingly.

Extracurricular

Code[Coogs]

Fall 2022 – Present

Member

University of Houston

- Actively participated in a variety of tech-driven projects, including robotics and web scraper.
- Participated in coding competitions organized by the club to improve programming skills in a competitive and collaborative environment.

CougarCS

Fall 2023 – Present

Member

University of Houston

- Actively engaged in coding workshops, expanding my technical knowledge and skills through hands-on learning and practical application.

UH Filipino Student Association

Fall 2021 – Spring 2022

Member

University of Houston

- Participated actively in a range of volunteer projects while balancing club engagements with academic and personal commitments.

Technical Skills

Languages: Python, Java, C++, C#, HTML/CSS, JavaScript, ARM

Developer Tools: VS Code, Unity, Aseprite, Keil

Technologies/Frameworks: GitHub, LaTeX