# John Nguyen

johnnguyen1820@gmail.com • (346) 235-5147 • linkedin/in/itsjohnnguyen

#### **SUMMARY**

Current student at the University of Houston. Efficiency-driven and highly organized sophomore with coursework steered towards Computer Science with a deep interest in Software Engineering. Competent and out-of-box thinker in adapting to overcome situations and adept at communicating to interact with diverse individuals during collaborations and/or projects. Motivated to learn new skills and gain experience related to Computer Science and programming.

#### **EDUCATION**

## **Cypress Creek High School**

- High School Diploma

# August 2017–May 2021

Houston, TX GPA: 6.7/7.0

# **University of Houston**

- Bachelor of Science in Computer Science

- Current Coursework: Algorithms, Computer Org. and Arch.

- Relevant Courses: Linear Algebra, Discrete Math, Data Structures

## Class of 2025

Houston, TX

GPA: 3.8/4.0

#### **PROJECTS**

#### Website Portfolio

- Created a website to showcase a representation of previous work, skills, and experiences
- Constructed a website in HTML, using SASS to style unique UIs, and JavaScript to program interactive buttons

### HONORS AND ACTIVITIES

#### **Tri-M Music Honor Society**

Librarian

Member

August 2020-June 2021

Houston, TX

- Organized music sheets and located requested music sheetws in file cabinets
- Used Microsoft Excel to create and update database of existing music collections in the library

CodeCoogs September 2022–Present

- Collaborate with team members to design and construct end-of-the-year

projects

Houston, TX

# NSM Dean's Distinguished Scholars List

- Awarded by University of Houston's College of Natural Science and Mathematics for achieving both a term and cumulative GPA of 3.75

Fall 2021-Spring 2022

#### RELEVANT SKILLS/INTERESTS

Languages: English, Vietnamese, Java, Basic JavaScript, C++, Python, Basic HTML/CSS

Other: Google Applications (Docs, Sheets, Slides), Microsoft 365 (Word, Excel, PowerPoint)

Interests: Gaming, Basketball, Working Out