Ronald Nguyen

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Self-motivated and detail-oriented computer science student seeking a Software Engineering or related Internship

EDUCATION

Northeastern University | 3.9/4.0 GPA December 2026

Bachelor of Science in Computer Science and Business Administration *Boston, MA*

Relevant Coursework: Fundies 1 and 2, Database Design

Organizations: Vietnamese Student Association, Northeastern Lion Dance

TECHNICAL SKILLS

Languages: JavaScript, Python, SQL, C/C++, PHP, Racket

Frameworks: React, Bootstrap

Technologies: Git/Github, VSCode, Xcode, IntelliJ

WORK EXPERIENCE

Web Development Intern | JavaScript, PHP May 2024 – Present

Imperial Lion Dance Team *Worcester, MA*

- Design and develop responsive, prioritizing mobile viewports using JavaScript
- Maintain existing web pages using PHP, improving site functionality and addressing bugs efficiently
- Collaborate with designers to implement front-end components, ensuring a consistent brand style and optimized performance
- Use Git for version control and participated in code reviews to enhance team collaboration

PROJECTS

Flappy Bird Game | Python, OOP October 2024

- Developed the classic Flappy Bird game using Python and the Pygame library to implement rendering logic, event handling, and state management
- Created modular classes for game objects, including Flappy Bird, pipes, background, enabling easy updates and efficient scaling
- Optimized the game for real-time performance with smooth transitions and responsive controls

Pokémon Search Application | JavaScript, PokeAPI December 2024

- Designed and developed a responsive and interactive Pokémon Search Application using HTML, CSS, JavaScript, and Bootstrap, ensuring optimal performance across devices
- Integrated PokéAPI to dynamically fetch and display real-time Pokémon data, including detailed stats, types, and sprites, enhancing user engagement and functionality
- Implemented User-Centric Features, such as search functionality by Pokémon name or ID, intuitive UI/UX design, and real-time updates for a seamless browsing experience

NBA Player Position Prediction | Python, Scikit-Learn October 2024

- Implemented the Machine Learning algorithm K-Nearest Neighbors to classify NBA players into positions based on their in-game statistics
- Preprocessed a dataset containing 657 NBA players and their regular season statistics aiming to normalize data and reduce unit variance
- Optimized the algorithm based on desired traits, aiming for increased accuracy so that eventually it could predict an NBA player's position at an average accuracy of 75.6%

iOS Reminders Application | JavaScript September 2024

- Designed a user-friendly interface replicating the built-in iOS application, Reminders
- Built a dynamic reminder system using JavaScript, enabling users to create, display, and manage reminders with real-time date and time updates
- Implemented interactive notification elements using DOM manipulation, allowing users to toggle reminder statuses and dynamically display event details