
AUTUMN NGUYEN

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EDUCATION

California State University, Long Beach (CSULB) - Long Beach, CA

Bachelor of Science in Computer Science | GPA: 3.54 | *Expected graduation date: May 2021*

PROFESSIONAL EXPERIENCE

Palo Alto Networks - Santa Clara, CA

May 2020 - August 2020

Prisma Access Software Engineer Intern

- Developed a prototype customer feedback collecting application for GlobalProtect using Flask in Python, .NET Framework in C# and MySQL database.
- Analyzed 1,000+ user submitted reviews with a machine learning algorithm which provides analytics and data to be used in planning improvements in functionality and UI/UX of GlobalProtect.
- Created a new resource page containing examples of HTML & CSS widgets, styles, and templates for the rebranding/redesign of Palo Alto Networks' intranet website.
- Won 2nd place in Palo Alto Network's internal hackathon with a web application made in Python, Javascript, HTML and CSS that analyzes the privacy and security of a social media account.

Orange County Transportation Authority - Orange, CA

November 2018 - March 2020

Internal Communications & Design Intern

- Updated OCTA's intranet website regularly to promote media distribution throughout the company.
- Designed digital and print media using Adobe Illustrator, Photoshop, and InDesign for promoting Employee Program news, updates, and events.

TECHNICAL SKILLS

Languages / Frameworks: Python / Flask, C# / .NET, Java, C++, HTML, CSS, Javascript, SQL

Technologies / Tools: Git, Jira, Confluence, Perforce, Eclipse, React, Bootstrap, Blender, Unity

Graphic Design: Adobe Photoshop, Illustrator, InDesign, Animate

SOFTWARE PROJECT

Flap - 3D virtual reality video game rendition of *Flappy Bird*

April 2018

BeachHacks - *Best Rookie Hack Award, Long Beach, CA*

- Modeled the user interface and 3D models using Blender and the game engine: Unity in C#.
- Integrated Myo Armbands with an Oculus Rift to immerse the player with physical motion controls and 3D virtual reality environment.

LEADERSHIP EXPERIENCE

Theta Tau Professional Engineering Fraternity - Long Beach, CA

January 2019 - Present

Executive Board Member - President & Founder

- Founded the first and only engineering fraternity on campus and first Theta Tau in the CSU system.
- Managed 6 members of the executive board and 7 committees ensuring an active program.
- Established an original brand and organization culture that promotes social, academic, and professional development among its members.

Outreach & Recruitment Committee Lead

January 2018 - August 2020

- Directed the largest campus-wide marketing campaign in CSULB's College of Engineering resulting in 300+ interest sign-ups and 100+ potential recruits each semester.

INTERESTS AND HOBBIES

Video Games, Digital Art, Animation, and Electronic Music Production