Steven Nguyen

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https://github.com/sngu114

EDUCATION

Louisiana State University (LSU), Baton Rouge, Louisiana   **Graduation: May 2026**
Bachelors of Science in Computer Science (Software Engineering)

WORK EXPERIENCE

Videographer/Editor | *Baton Rouge, Louisiana*   **July 2020-May 2023**
- Edited videos of events (weddings, reunions, parties)
- Fixed and enhanced pictures with Adobe Photoshop
- Took various gigs and jobs through the years

High School Bakery Manager | *Baton Rouge, Louisiana*   **August 2021-May 2022**
- Kept track of inventory
- Cashier balancing
- Baked and sold a variety of cookie flavors
- Supervising

St. Anthony's Church Volunteer | *Baton Rouge, Louisiana*   **August 2021- May 2022**
- Event set up and clean up
- Chaperoning
- Mentoring

PROJECTS

Future Fugitive | *Game Development Team Project*   **January 2024-May 2024**
- Conducting reviews of member's code to ensure quality and resolve conflicts
- Utilized the Godot Game Engine to create a movement system for the main character as well as enemies
- Contributed to world building, narrative development, gameplay design
- Object-Oriented Design, Coded with C#

Neuron Simulator | *Course Team Project*   **January 2024-May 2024**
- Python-based simulation of a Leaky Integrate and Fire (LIF) neuron and an alpha synapse model
- Created to understand neural dynamics

Portfolio Website | *Personal Project*
- Created using HTML, JS, CSS
- About, Experience, Projects, Contact Sections
- Responsive Website Design (RWD), Dark Mode Theme Button, Hamburger Menu, Scroll to Top button, Next Section Button, Simple Calculator, TicTacToe Game

SKILLS

- Programming Languages: Java, JavaScript, Python, C#, C++, HTML, CSS, JS
- Languages: English, Vietnamese
- Technology/Frameworks: Visual Studio Code, .NET, Eclipse, Github, Putty, Adobe Photoshop, Davinci Resolve,