Steven Nguyen

(225) 284-6254 | stevennguyen896@gmail.com | www.linkedin.com/in/steven-nguyen-a7017132a/ |
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

Cheesy Scavenger (JS Game) | *Course Project*   **May 2025**
- Developed an interactive game using JavaScript, leveraging p5.js for graphics
- Integrated with Arduino UNO R3 hardware components such as LEDs, buzzer, buttons, resistors
- Utilized joystick + button to control in-game actions
- Implemented real-time feedback systems with LEDs and a buzzer
- Coded in C++, with Arduino IDE
- Deployed with Github Pages

Pesto: Judgement Day (2D Platformer Game) | *Course Project*   **May 2025**
- Object-Oriented Design, Coded with C#
- Utilized Unity Engine to design and develop interactive gameplay mechanics
- Developed Enemy AIs, and unique game physics for a fun experience
- Used C# scripting to handle real-time events
- Deployed with Itch.io

Golden Monk (2D Platformer Game) | *Course Project*   **April 2025**
- Object-Oriented Design, Coded with C#
- Utilized Unity Engine to design and develop interactive gameplay mechanics
- Used C# scripting to handle real-time events
- Deployed with Itch.io

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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*   **December 2024-Present**
- 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
- Deployed with netlify

SKILLS
- Programming Languages: Java, JavaScript, Python, C#, C++, HTML, CSS, JS
- Languages: English, Vietnamese
- Technology/Frameworks: Visual Studio Code, .NET, Eclipse, Arduino IDE, Unity Engine (2D), p5.js, Github, Github Pages, Putty, Adobe Photoshop, Davinci Resolve