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)

PROJECTS

AI Animal and Species Identifier + Website Implementation | *Course Project* **Nov-Dec 2025**

- Developed a multimodal deep learning system for fine-grained animal species classification across 854 classes using limited labeled data (50 images per class)
- Fine-tuned a ConvNeXt-Nano convolutional neural network (CNN) with 15.6M parameters pretrained on ImageNet-12k and ImageNet-1k using PyTorch and transfer learning
- Integrated image and metadata predictions using late-fusion techniques with sinusoidal (sin/cos) encoding for latitude, longitude, date, and time
- Applied advanced data augmentation (CutMix, MixUp, color jitter, random crop/flip) to overcome limited labeled data
- Deployed the trained model in a web-based application with image upload, top-5 predictions, confidence scores, and species information via Wikipedia API

Gym Management/Database System | *Course Project* **Nov-Dec 2025**

- Designed and implemented a relational database to manage members, trainers, classes, enrollments, and payments for a medium-sized gym
- Developed Python-based interfaces for member management, class enrollment, payment processing, and summary reporting
- Created and tested SQL queries for reporting metrics including class enrollment counts, payment history, and trainer-class assignments
- Built ER diagram and relational schema enforcing primary/foreign key constraints to ensure data integrity
- Streamlined workflow automation, linking member actions to enrollments and payments for accurate record keeping

Simple GUI Chat Application | *Course Project* **Nov-Dec 2025**

- Built a complete web-based GUI chat application using Flask, Python Sockets, and SQlite
- Utilized HTML, JS, CSS for the front end
- Can host multiple connections
- Shows message history and who left or connected

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

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- 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

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