

Steven Nguyen

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GitHub: [stevendinhnton.github.io](https://github.com/stevendinhnton.github.io)

Experience

Software Engineer – Phreesia (Ottawa, ON) May 2018 – Aug. 2018

- developed .NET web server and Angular app to display sortable, filterable, and searchable data in paginated table as internal tool
- worked with SQL and Mongo databases and created new schemas to model data
- wrote integration and unit tests for .NET, did regression testing

Full Stack Developer – Dejero Labs (Waterloo, ON) Sep. 2017 – Dec. 2017

- helped develop web app to allow for customers to manage their video streaming hardware using Rails, Slim, AngularJS, SASS, MongoDB, MySQL
- helped implement customizable notification feature to allow customers to specify data usage thresholds to be notified when their hardware exceeds their set threshold
- used RabbitMQ to implement an emailer service to notify customers

Full Stack Developer – Cognitive Systems (Waterloo, ON) Jan. 2017 – Apr. 2017

- helped develop Rails web app for owners of a home monitoring system to manage their devices, customize options, and view motion statistics using React.js, Slim, jQuery, SASS
- created RESTful API endpoints for allow web and mobile app to receive interpreted and averaged motion data over queried time periods and grouping sizes
- wrote tests for Rails backend using RSpec, reaching 90% code coverage
- created entirely custom charts with tooltips and adjustable date ranges in D3.js for customers to visualize motion data over time in their home, was displayed on front page of web app

Education

University of Waterloo September 2015 – present

Candidate for BES in Geomatics and Computer Science Minor

Projects (source code avail. on GitHub)

Discord Bot Mar. 2019

- Messaging bot created in Node and MongoDB, allows for users to type commands to play minigames or utilities such as fetching images from Reddit

Social Media Web App Apr. 2017

- Hackathon project created over two days, developed with Ruby on Rails, React.js, Bulma CSS framework
- Paginated, responsive web app scales to different resolutions, allows for user creation, posts, and comments

Twitter Bot Nov. 2016

- simulates other twitter users using generated Markov chains
- built using Python, deployed via Heroku
- used Twitter's API to listen for tweets directed at bot, and generates a tweet simulating a specified user

2D Missile Game Apr. 2017

- developed using Unity Engine, coded in C#, built on WebGL (playable in browser)
- implements physics and collision system

Skills

Technologies

- Ruby on Rails, .NET, Angular 2+, AngularJS, React, D3.js, Git, Node, Bash

Other

- Agile, code reviews, JIRA, Bamboo, Trello