

Steven Dinhton Nguyen

stevendinhton.github.io

Waterloo, ON | 647-657-1111 | stevendinhton@gmail.com

Experience

Full Stack Developer – Dejero Labs (Waterloo, ON)

September 2017 – December 2017

- followed agile principles, and helped develop web app with Rails, Slim, AngularJS, SASS, MongoDB, MySQL databases to allow for customers to manage their video streaming hardware
- worked with team to implement customizable notification feature to allow customers to specify data usage thresholds be notified when their hardware exceeds their set threshold
- used RabbitMQ to implement an emailer service to notify customers
- implemented user managing feature to allow for admins to remove, organize, and edit users

Full Stack Developer – Cognitive Systems (Waterloo, ON)

January 2017 – April 2017

- helped develop Rails web app using React.js, Slim, jQuery, SASS, in an agile environment to allow for owners of a home monitoring system to manage their devices, customize options, and view motion statistics
- worked on RESTful API to allow web and mobile app to receive interpreted and averaged motion data over specified time periods and grouping sizes to be displayed on different charts on frontend
- wrote tests for 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 to present

Candidate for BES in Geomatics and Computer Science Minor

Projects

source code of projects available on GitHub

Social Media Web App

April 2017

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

Twitter Bot

November 2016

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

Ruby on Rails Message Board

October 2016

- message board, allowing anonymous users to make unique posts and comments
- built using Ruby on Rails, Bootstrap-Sass, deployed via Heroku

2D Missile Game

April 2016

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

Skills

Technologies

- Ruby, Ruby on Rails, JavaScript, React, AngularJS, D3.js, Racket, C#, C/C++, Java, Python, Git, Bash, Node

Other

- JIRA, Trello, Agile (Scrum), Code reviews