

Steven Dinhton Nguyen

Geomatics & Computer Science Student

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Education

University of Waterloo

September 2015 to present

Candidate for BES in Geomatics and Computer Science Minor

Experience

Web Application Developer – Dejero Labs (Waterloo, ON)

September 2017 – December 2017

- worked in an agile environment, developing frontend and backend of Ruby on Rails web app, and used Git
- developed frontend using Slim, AngularJS, SASS, and worked with MySQL and MongoDB databases
- used RabbitMQ to implement an emailer service
- developed a custom notification service for customers to be notified via email when their hardware exceeds their specified data threshold

Web Developer – Cognitive Systems (Waterloo, ON)

January 2017 – April 2017

- worked on frontend and backend of Ruby on Rails web app in an agile environment
- wrote 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
- developed RESTful API, wrote tests for back-end using RSpec, and used Git as version control system
- built responsive front-end using React.js, Slim, jQuery, SASS

Projects

source code of projects are available on GitHub

Fundraising Web App

April 2017

- Hackathon project over two days, developed with Ruby on Rails, React.js, Bulma CSS framework
- Kickstarter-like responsive web app 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, generates tweet simulating a specified user

Social Media Web App

October 2016

- message board, allowing anonymous users to make unique posts and comments
- built using Ruby on Rails, Bootstrap-Sass, HTML, CSS, 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 and Interests

Technologies

- C#, C, Java, Python, Ruby, Racket, Ruby on Rails, JavaScript, CSS, HTML, React, AngularJS, D3.js, Git, Bash

Other

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

Interests

- Blockchain, Machine Learning, Game Development, UI