Steven Dinhton Nguyen

Geomatics & Computer Science Student

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Education

University of Waterloo

September 2015 to present

BES in Geomatics, Minor in Computer Science

Relevant Course Projects:

GEOG 387 (Spatial Databases)
- Managed geospatial data using Oracle SQL Developer, used FME Workbench, Inspector to ETL the data

CS 136 (Elementary Algorithm Design and Data Abstraction)
- Developed programs with C, Racket to access and utilize UW's Open Data API

Projects

Twitter Bot

November 2016
- receives commands through tweets to simulate other twitter users using generated Markov chains
- built using Python, with Tweepy and Markovify libraries
- used Streaming API to listen to tweets directed at the bot, and generates tweet based on a specified user

Social Media Web Application

October 2016
- reddit clone, allowing anonymous users to make unique posts and comments
- built using Ruby on Rails, Bootstrap-Sass, HTML, CSS
- SQL database implemented to store posts and comments

2D Missile Game

April 2016
- based on *Missile Command*, players have to destroy incoming missiles with their own missiles
- developed using Unity Engine, coded in C#, built on WebGL
- implements physics and collision system

Skills

Experienced in:

Java, HTML, CSS, Scheme

Exploring:

C#, C++, Python, JavaScript, Ruby on Rails, Oracle SQL

Volunteer & Work Experience

Technical Director for a Non Profit Organization

Since March 2013
- Utilized FTP applications (FileZilla) to update web pages by uploading files to server host
- Edited web pages using HTML, CSS