

# Steven Dinhton Nguyen

Geomatics & Computer Science Student

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## Education

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### 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

## Work Experience

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### Full Stack Developer – Cognitive Systems (Waterloo, ON)

*January 2017 – April 2017*

- worked on front-end and back-end of Ruby on Rails web app in an agile development environment
- built responsive front-end using React.js, Slim, JQuery, SASS,
- implemented dynamic data visualizations using D3.js
- developed RESTful API, wrote tests for back-end using RSpec, and utilized git as a version control system

## Projects

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### 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, deployed via Heroku
- used Streaming API to listen to tweets directed at bot, 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, deployed via Heroku
- 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

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### Technologies

- Ruby, Ruby on Rails, JavaScript, React.js, D3.js, C#, C, Java, Python