Steven Dinhton Nguyen

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Experience

Software Developer - RewardOps (Toronto, ON)

Jan 2020 - Apr. 2020

- worked on backend integrations with B2B partners for a cloud e-commerce SaaS platform that handles rewards programs with millions of transactions
- responsible for critical integration with Air Canada partner to facilitate transactions, allowing for payment and fulfillment of products
- practiced Agile/Scrum in 2-week sprints

Software Engineer - Phreesia (Ottawa, ON)

May 2018 - Aug. 2018

- developed .NET server and Angular internal tool to display filterable and searchable data
- designed **SQL** and **Mongo** databases for internal task-management tools
- wrote integration and unit tests along with doing regression testing

Full Stack Developer - Dejero Labs (Waterloo, ON)

Sep. 2017 - Dec. 2017

- developed Rails app for managing video streaming hardware using AngularJS and MongoDB
- implemented notification feature with **RabbitMQ** for sending email alerts when a customer's hardware exceeds a set data usage threshold

Web Developer - Cognitive Systems (Waterloo, ON)

Jan. 2017 - Apr. 2017

- developed Rails app for owners of a home monitoring system to manage device options and view motion stats with React.is
- designed user-facing custom charts with tooltips and adjustable date ranges in D3.js
- created REST API for web and mobile app and wrote **RSpec** tests, reaching 90% code coverage

Education

University of Waterloo

Expected graduation 2021

Candidate for BES in Geomatics and Computer Science Minor

• 2018 Work Term Report Award

Projects

LSTM-based Neural Net OCR

Jan. 2020

Developed reddit bot for recognizing text within images using Tesseract OCR

Express App for Sentiment Analysis

Sept. 2019

- Built Express API along with React frontend for sentiment analysis using data from tweets
- Deployed on AWS Elastic Beanstalk

Discord Bot Mar. 2019

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

Twitter Bot Nov. 2016

- simulates other twitter users using generated Markov chains
- written in **Python** and deployed via **Heroku**
- listens for tweets directed at bot, and generates a tweet simulating a specified user

2D Missile Game Apr. 2017

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

Skills

Languages & Frameworks

C#, Java, Python, Node, Ruby on Rails, .NET, MongoDB, SQL, Angular, React, D3.js

Other

AWS, Heroku, Agile/Scrum, Git, Bash