

# 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

## Projects

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### 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#
- implements physics and collision system

## Skills

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#### Experienced in:

Java, HTML, CSS, Scheme

#### Exploring:

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

## Volunteer & Work Experience

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### 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

### Content Creator for YouTube

*Since February 2012*

- Owner of YouTube channel with 9300 subscribers and 1.8 million views, 550+ videos
- Received press-release copies of games from publishers to be marketed on YouTube (Hearts of Iron IV – Paradox Interactive, Total War: Warhammer – Sega)
- Was part of YouTube Partner Program, Google AdSense member