

# STEVEN DINHTON NGUYEN

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PORTFOLIO WEBSITE: [stevendinhnton.github.io](http://stevendinhnton.github.io)

## EDUCATION

### Candidate for Honours Geomatics Co-op, Computer Science Minor

University of Waterloo, 2015 – present (currently 2A, undergrad)

### Relevant Projects:

Created and managed databases using ArcGIS relational database management systems  
(GEOG 387 – Spatial Databases)

Developed programs with C, Scheme to access and utilize University of Waterloo's Open Data API  
(CS 136 - Elementary Algorithm Design and Data Abstraction)

## OTHER PROJECTS

**sREDDIT** – a social media web app built using Ruby on Rails, utilizing SQL, CSS, HTML. Allows users to post threads and make comments.

**Missile Tap** – a game built using C# on the Unity3D engine. Implements a physics and collision system. Used various functions for explosion object behaviour.

## SKILLS

### Software

Adobe Photoshop, ArcGIS

### Programming

Java, C, C#, Scheme, HTML, Ruby / Rails, JavaScript, SQL

## WORK / VOLUNTEER EXPERIENCE

### Technical Director for a Non-Profit Organization

Managed website of Letters from Kenya ([lettersfromkenya.org](http://lettersfromkenya.org))

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

### Content Creator for YouTube ([youtube.com/leftclickgamers](http://youtube.com/leftclickgamers))

- Owner of YouTube channel with 9300 subscribers and 1.8 million views (as of Sept 2016)
- Partnered with BroadbandTV Corp, media company based in Vancouver
- Recorded, edited, rendered, and uploaded over 550+ videos since 2012
- Created channel design using Adobe Photoshop
- Received press copies of games from game publishers for marketing on YouTube

*Hearts of Iron IV* – Paradox Interactive

*Total War: Warhammer* - Sega

## ACTIVITIES AND INTERESTS / HOBBIES

### Computer Building

- Built first PC at age of 14, and upgraded components occasionally from 2011 until present
- Upgraded CPU and Motherboard, and troubleshooted POST issues, determined CPU was defective

### Game Development

- Programmed small prototype games using C# and Unity3D engine as hobby
- Often optimized code to achieve better running performance