

Steven Dinhton Nguyen

stevendinhton@gmail.com | stevendinhton.github.io

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.js**
- 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

Sept. 2015 - present

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