STEVEN DINHTON NGUYEN

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EDUCATION

Candidate for Honours Geomatics Co-op, Computer Science Minor

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

Relevant Projects:

- Created and managed data using ArcGIS database management systems
  (GEOG 387 – Spatial Databases, 2016)
- Developed programs with C, Scheme to access and utilize University of Waterloo's Open Data API
  (CS 136 - Elementary Algorithm Design and Data Abstraction, 2016)
- Designed a missile-command-like game using Unity3D engine, coded in C#
  (Personal project, 2015)

SKILLS

Software

- Adobe Photoshop, ArcGIS, Microsoft Office

Programming

- Fluent in Java, C, C#, Scheme, HTML

WORK / VOLUNTEER EXPERIENCE

Technical Director for a Non-Profit Organization

- Managed website of Letters from Kenya (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)

- 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
- Also tested PSU for power issues, flashed BIOS

Game Development

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