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Alan Nguyen

EDUCATION

University of California, Berkeley Expected: Fall 2019
Computer Science, B.A.

> **Relevant Coursework:** Operating Systems, Databases, Computer Graphics, Computer Security, Computer Vision, Algorithms, Data Science, Computer Architecture, Data Structures, Linear Algebra
> **Programming Languages:** Python, C/C++, Golang, Java, JavaScript (React, Node.js), HTML/CSS, Scala
> **Tools/Technologies:** Docker, Git, LaTeX, Redux, AWS, Figma, PostgreSQL

WORK EXPERIENCE

Akamai | Fort Lauderdale, Florida May - August 2019
Software Engineering Intern

> Shipped a browser application for 200+ security specialists worldwide to optimize workflow for handling security threats. **[React, Redux, Electron]**
> Built core backend features used to assess customer data. **[Node.js, Scala, Postgres]**
> Developed a real-time monitoring system, enabling efficient communication amongst security specialists. **[Node.js]**

Fox Networks | Los Angeles, CA June - August 2018
Software Engineering Intern

> Deployed a cloud-based analysis tool to perform 24/7 real-time monitoring across 200+ TV stations, networks, and live streams. **[Node.js, AWS]**
> Constructed a data pipeline in order to visualize data analytics and improve consistency. **[Node.js, Splunk]**
> Prototyped an image detection feature for MPEG-DASH and HLS live streams using GStreamer, AWS Rekognition, and DeepLens. **[C, Python, AWS]**

PROJECTS

> Pathfinder [C++] — alandn.io/pathtracer
Physically-based renderer that generates images based on 3D COLLADA models and a pathtracing algorithm.

> Mosaic Builder [Python, OpenCV] — alandn.io/mosaic-builder
Application that uses a series of images to computationally construct mosaics using the Multi-Scale Oriented Patches (MOPS) algorithm.

> Visualizer [React, Three.js, GLSL] — alandn.io/hex
Web application that generates a 3D interactive model based on audio data queried from SoundCloud API and custom shaders in GLSL.

> ClothSim [C++, GLSL] — alandn.io/clothsim
Real-time simulation of cloth using a mass and spring based system.