

THOMAS (TOM) NGUYEN

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EDUCATION

Phillip O. Berry Academy of Technology (POB)

Academy of Technology & Information Sciences.

Class of 2016

Charlotte, North Carolina

University of North Carolina at Chapel Hill (UNC-CH)

Computer Science Major, B.A.

Class of 2021

Chapel Hill, North Carolina

PROFESSIONAL EXPERIENCE

Assistant Art Instructor | STUDIO 345

2014 – 2016 | Charlotte, North Carolina

Assisted in providing free multimedia arts education to high school students as part of an afterschool community youth program.

Program Assistant | UNC-CH Be A Maker (BeAM)

2017 – 2019 | Chapel Hill, North Carolina

Provided training to patrons and ensured a safe operating environment at makerspaces across campus. Experience with customer service, digital design, and fabrication.

Residential Computing Consultant | UNC-CH ResNET

2017 – 2019 | Chapel Hill, North Carolina

Provided on-campus residents with IT support and maintained equipment throughout the residential communities. Also managed a group of student employees as a senior consultant.

Undergraduate Research Assistant | UNC-CH Dept. of CS.

2021 – 2021 | Chapel Hill, North Carolina

Assisted in developing a world-wide university ranking system, along with implementing an experimental video streaming protocol researched here at UNC. With focus in front-end development and RESTful API design.

**EXPERIENCE
& SKILLS**

Leadership

Experience in leadership positions, managing teams, and spearheading projects from t-shirt production to software development.

People Oriented

Committed to making a meaningful connection with teammates and customers, backed by years of service experience in the woodshops, studios, and classrooms.

Technical Knowledge

Familiarity with Adobe Creative Cloud software suite as well as 3D modeling & visualization. Well experienced with web development trends, React, NodeJS, SQL, and Neo4J. Have also completed a wide variety of projects with Python, C/C++, Matlab, and Julia.

Technology Forward

Hands-on experience with digital fabrication equipment. In-depth knowledge of paper/vinyl cutters, laser cutters, CNC mills, 3D printers, and various woodworking tools.

**ACHIEVEMENTS
& HONORS**

**National Technical Honor Society &
National Honor Society**

2014 | Phillip O. Berry Academy of Technology

For outstanding performance in STEM academy classes and general academic excellence.

Lenovo Scholar Awards

2014 – 2016 | Lenovo Scholar Network

For achievements in mobile app development. Was one of three teams chosen nationally to attend NAF Next 2015 and 2016 conferences in Anaheim, CA, and Orlando, FL respectively.

Blue Diamond Award for Student Innovator

2016 | IT-oLogy

For student achievement in technology in the Charlotte region. Sponsored by the SC-based nonprofit organization *IT-oLogy*, the award was given in recognition of success in developing mobile apps for POB high school.

Fall 2021 Dean's List

2021 | UNC College of Arts & Sciences

A minimum of a 3.500 semester grade point with no grade lower than a C if enrolled in at least 12 hours of letter-grade credit, exclusive of physical education activities courses.

**COMMUNITY
SERVICE**

Volunteer | The Sandbox Charlotte

2013 | Charlotte, North Carolina

Volunteered at *An Evening of Believing*, a prom night for children battling cancer and other serious illnesses.

**Volunteer | Kids Health Link (KHL) &
Health Occupation Students of America (HOSA)**

2014 – 2016 | Charlotte, North Carolina

Volunteered at KHL, an event providing medical care to children of low-income families free of charge. Also volunteered at various HOSA-sponsored blood drives.

Committee Member | Carolina For The Kids (CFTK)

2016 | Chapel Hill, North Carolina

Volunteered at various CFTK events such as fundraisers, banner poster paintings, and maintained the organization's website as a member of the technology committee.

Volunteer | Kramden Institute

2017 – 2019 | Chapel Hill, North Carolina

Volunteered as through ResNET to collect, sort, refurbish, and rebuild computers for families with limited access to technology at home.

**TECHNICAL
EXPERIENCE**

Adobe Creative Cloud

8 years of experience

HTML, CSS, and JavaScript

7 years of experience

GitHub and Git Tools

6 years of experience

Java, Python, C, MATLAB, and Julia

3 years of experience

Redux, React, and Next.JS

2 years of experience

NWJS and WebKit Native

2 years of experience