




THAI NGUYEN

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INDUSTRY EXPERIENCE

Software Developer (Co-op Work Term 2)

University of Manitoba, Winnipeg, MB / September 2020 – December 2020

- Successfully ran two studies by implementing circular and panning gestures on smart rings (wearable ring devices with sensors) in multiple usage conditions by utilizing Arduino and Unity.
- Continuously generated weekly demos to demonstrate multiple scenarios for gaming on smartwatches using smart rings.
- Improved accuracy for touchpads on smart rings by presenting the bezel approach in a virtual keyboard demo.

Application Developer (Co-op Work Term 1)

Pollard Banknote Limited, Winnipeg, MB / January 2020 – May 2020

- Improved user experience and security by implementing two sprints and a session timeout feature for three mobile applications using Xamarin.
- Implemented SQL queries to report promotion statistics for Virginia Lottery and manipulated multiple databases using MySQL Workbench.
- Migrated multiple servers from PHP 5.6 to PHP 7.3 including necessary code changes to adapt retired platform schedule on AWS.

C# Programmer (Part-time)

Norwind Interactive, Winnipeg, MB / January 2019 – December 2019

- Implemented a backpack system and re-implemented obsolete UIs for a cross-platform game on PC, PS4, and Xbox One using C# and Unity.
- Reduced user input time on calculating order total in an inventory application by implementing a price matrix using C# and WinForms.

PERSONAL PROJECTS

Multiplayer Shooter

- A multiplayer arena-based TPS game with both players and bots on each team by using both C++ and Blueprint in Unreal.

PEngine

- A game engine for learning concepts by following Hazel Engine. Currently developing an editor inspired by both Unity and Unreal in C++.

EDUCATION

Bachelor of Computer Science Honours, Co-op Option

University of Manitoba, Winnipeg, MB / September 2017 – Current

- International Undergraduate Student Scholarship (Winter & Fall 2019).

LANGUAGES

- C#, C++
- SQL, PHP
- Python, Java
- JavaScript, HTML, CSS
- Markdown, Lua

TECHNOLOGIES

- Unity, Unreal
- Visual Studio, Xamarin
- Git, GitHub
- Android Studio
- SourceTree/Jira/Bitbucket
- MySQL Workbench

EXTRACURRICULAR

Member

UMWICS

- Participating in a group that encourages women and promotes outreach events in the Computer Science field.

Participant

Video Game Music Jam 2020

- A two-day game jam with deja-vu theme. Worked on a survival game in a team of three.
- tndev.itch.io/find-or-die

Participant

CSSA Game Jam

- Implemented a 2D top-down game within two days with a team of three.
- tndev.itch.io/redead