Thuy-Vy Nguyen

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EDUCATION

Oregon State University — *Bachelor of Science, Computer Science*   *Expected Graduation: June 2021*
- Focus in Human Computer Interaction minoring in Psychology with a 3.94 GPA
- Involvement: IMPACT Lead Volunteer, Society of Women Engineers Ambassador, ProjectX Volunteer
- Courses: Cloud Development, Artificial Intelligence, Algorithms, Linear Algebra, Engineering Psychology

EXPERIENCE

Oracle — *Software Engineer Intern*   *June 2020 – September 2020*
- Developed an application for Slack that allows users to receive notifications for changes in their automated deployment's status.
- Implemented a database schema in SQL and directed Oracle Cloud Infrastructure's internal deployment service to call Slack using Java and Slack's APIs.

Data Interaction and Visualization Lab — *Project Assistant*   *June 2020 – Current*
- Utilize D3.Js to create interactive data visualization tools for users to more easily explore, interpret, and interact with machine learning and large datasets.
- Projects include interactive confusion matrices and interactive visualizations that help users find discrepancies between their testing and training data.

TAHMO Project — *Undergraduate Web Developer*   *October 2020 – Current*
- Maintain and improve the Network Management and Trouble Ticketing system to handle trouble and maintenance tickets for weather stations in Africa using Angular.JS, MongoDB, and IBM Cloud.

CARVE Lab — *Research Assistant*   *January 2019 – Current*
- Collected participant data on the impact of augmented reality on a user's learning ability.
- Designed study that aims to improve design of automated vehicles for pedestrian user experience.

Oregon State University — *College of Engineering CS & Math Tutor*   *September 2019 – November 2020*
- Assisted students to effectively plan, design, and debug their programming in classes such as Algorithms and Data Structures and develop their math proficiency in Linear Algebra, Calculus, and Discrete Math.

Appcessori Corporation — *Intern*   *June 2019 - August 2019*
- Re-factored front-end user interface to increase clarity and improve experience for users.
- Collected and organized data for headphone calibration team that was used to improve products.

PROJECTS

Interactive Visualization for AI Education — *Visualization & ML*   *October 2020 – Current*
- Created interactive and educative tools for users to learn about machine learning classification algorithms using React and Python.

URSA Engage — *Research Grant Recipient*   *January 2019 – June 2019*
- Modeled real-life terrain in virtual reality using Unreal Engine and analyzed potential effects of climate change by simulating environmental catastrophes.

SKILLS

Languages: Python, C++, C, Java, Haskell, Bash, R, MATLAB, Vietnamese
Web Development: HTML, CSS, JavaScript, Node.Js, D3.Js, Angular.JS, Bootstrap, Drupal, WordPress
Tech: Linux, World Viz, Git, IntelliJ, Jira, Confluence, MySQL, MongoDB, Docker