Thuy-Vy Nguyen

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EXPERIENCE

Oracle Cloud Infrastructure

Software Developer

Jul 2021 - Current

- Supported Shepherd Deployment Automation service that orchestrates changes to cloud infrastructure and applications with minimal user input to create seamless and easy deployments
- Executed weekly deployments: coordinated between users, developers, and management, reviewed and tested changes to ensure smooth rollout, and monitored systems to determine if rollbacks are needed to ensure stability of service
- Initial member on user support rotation for service used by over 4000 users: responsible for monitoring the user channel/ ticket queue to mitigate user issues, implement requested features, and hosting office hours. Promoted to team's primary on-call to ensure reliability of service through monitoring systems and coordinating with collaborating teams.
- Responsible for improving user experience for service's UI: coordinated between engineers and designers to develop features, re-designed components to have more intuitive design, and offered alternatives to using cli commands
- Improved services' performance by adding daemons that monitor for wasted releases and automatically cancels these releases and created alarms/graphs for database connection metrics to alert engineers about potential issues

Software Engineer Intern

Jun 2020 - Sep 2020

- Developed SheepDog: a Slack application to automatically send customizable notifications when a deployments's status changes; used by over 4000 users and 130 slack channels.
- Implemented a database schema in SQL to associate deployments with slack channels and directed OCI's internal deployment service to message channels using Java, Slack APIs, and Guava's EventBus

Data Interaction & Visualization Lab, Oregon State — Research Assistant

Jun 2020 - Jun 2021

- Utilized D3.Js to create interactive confusion matrices and visualizations to easily explore, interpret, and interact with machine learning and large datasets; research paper accepted apart of IEEE Visualization Conference 2021.
- Designed and developed interface to easily create video highlights using image and text classification with Figma, Svelte, and Python; conducted user studies to evaluate and write research paper on effectiveness and usability of interface

<u>TAHMO Project</u> — Undergraduate Web Developer

Oct 2020 - Jun 2021

- Managed cloud resources by enacting and overseeing application deployments using IBM Cloud
- Improved system's speed and performance by over 25% by inspecting network activity and optimizing database queries for resources with poor load performance
- Enacted security measures to ensure that only qualified individuals may access specific resources by adding roles to user's profiles and restricting resources to role types and user ids
- Implemented email notifications to notify on status updates, on tickets past due, and added feature to automatically subscribe managers and designated technicians on relevant tickets

ideas42 — Volunteer Software Engineer

Apr 2021 – Jun 2021

- Accepted into Develop For Good program: that trains and supports undergraduates to develop products for non-profit organizations in collaboration with the non-profit's team
- Utilized React, Figma, and Storybook to develop Vergil: a web app aimed at reforming the criminal justice system

PROJECTS

Contrastive Identification of Covariate Shift in Image Data — D3.js & Python

IEEE Visualization Conference 2021 publication that designs and evaluates a visual interface that facilitates the comparison of the local distributions of training and test data used in machine learning algorithms

Spotify Interactive — React, Figma, & Spotify Web API

Web application for users to interact with their Spotify music taste with statistics and cat visualization

EDUCATION

Oregon State University — Bachelor of Science, Computer Science

Graduated Jun 2021

- Focus in Human Computer Interaction, minoring in Psychology with a 3.96 GPA
- · Involvement: IMPACT Lead Volunteer, Society of Women Engineers Ambassador, ProjectX Volunteer

SKILLS

Programming Languages: Python, Java, Javascript, C++, C, Kotlin, Terraform, SQL, Matlab, Haskell, R, & Bash **Web Development:** React, Svelte, Node.Js, D3.Js, AngularJS, Bootstrap, Blueprint, & Storybook **Tech Tools:** MongoDB, Git, Figma, Docker, Jira, Latex, & Confluence