

Tinh Nguyen

1520 Brookline Loop, Pleasanton, CA 94566
www.tinhnguyen.me

c. (925)- 872-5877

tinh.t.nguyen@berkeley.edu

Education

University of California, Berkeley
B.A., Computer Science

Aug 2014 – May 2018

- Coursework: Software Engineering, Deep/Machine Learning, Artificial Intelligence, Algorithms, Databases, Tech Entrepreneurship, Security, Data Structures, Graphics.

Experience

Swiftmotion – Backend Engineering Intern

Jan 2017 – May 2017

- Designed and implemented web data storage solutions for wearable devices.
- Implemented REST API to serve web and Android applications.
- Programmed in Python using Django REST framework.

Meanwise – Backend Engineering Intern

May 2016 - August 2016

- Designed and programmed RESTful backend services for
- Implemented backend services that would allow hiring companies to manage and search for ideal candidates based on personality and skills
- Programmed in Python using Elasticsearch and Django REST framework

Projects

ETF Meter and Portfolio Allocation

June 2017 - Present

- Implemented Deep LSTM models trained to forecast long-term gain for ETFs.
- Engineered comparable features for sticker's statistical risk, drop and gain.
- Outputs a color coded excel file, to highlight trends and abnormalities to long-term investors, allowing them to pick more stable ETFs and find optimum portfolio allocation proportional to return/risk.
- Constructed web application using Django, Postgres and Heroku to track user data and distribute excel file

Accuweather Map App, Breathe California

Dec 2017

- Refactored existing data pipelines and backend routes for a legacy SaaS project. Used AJAX to develop multiple partial views for a single page application experience.
- Our team of 6 followed the agile software development process for 8 weeks while working for Breathe California. Focused on Test Driven Development and Behavioral Driven Development.
- Monitored performance with Coveralls, Code Climate, and Travis CL
- Worked closely with Google Maps and Accuweather APIs. Deployed on Heroku

Cloth Rendering with OpenGL

May 2018

- Augmented cloth simulation class project with OpenGL by parallelizing update/rendering equations in order to obtain higher quality and more precise renderings.
- Programmed custom compute shaders to parallelize various update methods and cloth constraints
- Implemented UI tools to allow users to interact and manipulate simulation.

Languages Frameworks

- Python, Java, Ruby, Javascript, C, C++, HTML, CSS , Octave, R, , SQL, Scheme, LaTeX
- Django, Rails, Keras, Tensorflow, R Studio, Jupyter, Pandas, LateX, Sci-kit Learn, Matplotlib, jQuery

Hobbies

- Snowboarding, Scuba Diving, Videography, Photography, Fruit Carving, LOTR