

Tina Nguyen

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Technical Skills and Qualifications

- Proficient in Java and C
- Self-motivated, passionate, hardworking, quick learner
- Exceptional time-management skills, able to multitask proficiently
- Friendly, optimistic, collaborates well with team members
- Problem solver, creative, resourceful

Education

University of California, San Diego

B.S. in Computer Science Engineering, expected June 2018

GPA: 3.545

Engineering Coursework

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|--|---|--|
| • CSE 11: Intro to Computer Science and Object Oriented Programming: Java | • CSE 30: Computer Organization and Systems Programming | • ECE 45: Circuits and Systems |
| • CSE 12: Basic Data Structures and Object-Oriented Design/Software Tools and Techniques | • CSE 20: Discrete Mathematics | • CSE 100: Advanced Data Structures |
| | • CSE 21: Mathematics for Algorithms and Systems | • CSE 101: Design and Analysis of Algorithms |
| | • ECE 35: Introduction to Analog Design | • CSE 110: Software Engineering* |

Work Experience

CSE 8A/8B Tutor employed by the UCSD CSE Department

09/15 – Present

- Guide students with programming assignments during lab hours
- Grade and comment on programming assignments
- Held Midterm and Final Review Session for CSE 8B

Personal Project Experience

Developing an Android app named Eventory on a team of ten

03/16 – Present

- Platform where UC San Diego students can easily find events on campus
- Software developer lead in charge of delegating tasks and ensuring goals are met by deadlines

Creating a simple Android app named Friend Cards

01/16 – Present

- Platform where users can create profiles of their friends to track of important information
- Centered on CardView and material design

Entry Level Unity

08/15 – Present

- Followed tutorials to make a 2D-Platformer and Roll-a-Ball

Developed an Android app named Awtter in a team of two

06/15 – Present

- Platform where animal lovers can favorite, comment, and share pictures of animals
- Led development in backend, a custom RecyclerView, and implementing material design

Developed a simple Android game where players catch droplets with an umbrella

03/15

Founder and President of Programming Club

09/13 – 6/14

- Guided the learning of JavaScript and Python through Codecademy
- Spearheaded and managed a team of eight to create a Choose Your Own Adventure game in JavaScript

Hackathons

Led a team of three to develop an Android app named Tayto at SD Hacks

10/15

- A social network for long-term reviews for products in a timeline format

Worked with Facebook API and Google Maps API for Android Development at LA Hacks

04/15