

# Krysta Nguyen

☎ (612) 438-8177 ✉ [knnguy5105@gmail.com](mailto:knnguy5105@gmail.com) 🌐 <https://www.linkedin.com/in/krystanguyen> 🏠 <https://uyennguyen0901-github-io.onrender.com/>

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## EDUCATION

### B.S in Computer Science

University of Minnesota Twin Cities • Minneapolis, MN • 2024

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## PROFESSIONAL EXPERIENCE

### Team Member Normandale's STEM Club

Oct 2020 - Apr 2021

- Engineered a lightweight microcontroller-based sensor suite for a quadcopter using C as part of a six-member team tasked with campus exploration.
- Utilized **Python** to establish real-time communication between devices and the sensor module for data collection.
- Produced and edited promotional and educational videos, showcasing the team's technical prowess, progress, and achievements, increasing audience engagement and learning.

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## PROJECTS

### Foxipe | <https://project-1-airfox.onrender.com/>

Jan 2024 - Feb 2024

- Developed "Foxipe," a recipe sharing platform, handling full-stack development from responsive UI/UX design to backend functionalities.
- Integrated **Azure Blob Storage** for image handling, crafted an advanced search with extensive filters (rating, nutrients), and implemented dynamic user reviews with reply functionality.
- Spearheaded **CRUD** operations for recipes and reviews, ensuring a seamless, responsive design across devices.
- Utilized: **HTML, CSS, JavaScript, Python, Postgres, Render, Azure Blob Storage, Reportlab**.

### Animation in Game Projects | <https://minhuyen.fun>

Sep 2023 - Dec 2023

- Engineered a gaming application using **Java(Processing)**, **C(Unity)**, and **Blender** for gaming platforms.
- Enhanced code optimization to deliver a seamless and user-friendly gaming experience.

### Portfolio | <https://uyennguyen0901-github-io.onrender.com/>

Jul 2023 -Sep 2023

- Constructed a portfolio page using **HTML, CSS, JavaScript**, and **Bootstrap**.
- Acquired and mastered essential skills required to execute the portfolio project by studying the relevant technologies and implementing them, resulting in a fully functional website.
- Demonstrated proficiency with web frameworks such as **React, Node JS**, and **Express**. Led the end-to-end development of a portfolio, including site architecture, theming, custom coding, functionality implementation, content management, and adherence to **SEO** best practices.

### Drone Simulation | [https://github.com/uyennguyen0901/Drone\\_Simulation](https://github.com/uyennguyen0901/Drone_Simulation)

Jan 2023 - May 2023

- Collaborated with a team to construct an intricate representation of drone dynamics for a class assignment.
- Programmed a Drone Simulation in **C++** to demonstrate the dynamics and mechanics of drone movements within a virtual environment.
- Developed a realistic drone simulation by applying advanced programming techniques and incorporating real-world physics, delivering an authentic drone operation experience.

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## SKILLS

**Languages:** HTML/CSS, JavaScript, Python, Java, SQL, C, C++, TypeScript

**Frameworks:** React, NodeJS, Express, Bootstrap, Flask

**Database:** MySQL, PostgreSQL, MongoDB Atlas, NoSQL, Azure

**Libraries:** PureCSS, Reportlab