VIET Q. NGUYEN
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EDUCATION

San Jose State University   San Jose, CA   December 2016
- Bachelor of Science, Computer Science, *Concentration in Software Development*

TECHNICAL SKILLS

Languages proficient in: Java, C, JavaScript, HTML, PHP, SQL
Languages with experience in: Objective-C, Python, Scala, MATLAB
Operating Systems: Microsoft Windows, Mac OS, Linux
Other Tools: Microsoft Office, Eclipse, XCode. MySQL, PostGres, OpenCV, Github, AGILE

PROJECTS

Personal Portfolio   July 2017 – Present
Web Developer
- Use a mixture of HTML, CSS, Bootstrap, and JQuery to create a portfolio website
- Develop single scrolling website that showcases personal projects and skills

Earth Protector Unity Game   August 2016 – December 2016
Game Developer
- Utilize Unity's engine to create a fully functional PC/Android game with working menus
- Develop an endless game with the potential for additional game modes
- Program script handles object collisions and contains a score counter

Face Recognition Video   January 2016 – May 2016
Programmer
- Develop a computer vision pipeline program for face detection in C using OpenCV, PostGres, and FFMPEG
- Merge together a set of photos into a video using FFMPEG

Paint Program   August 2015 – December 2015
C Developer
- Design and develop a fully functional paint program using C
- Program allows the user to draw different shapes

WORK EXPERIENCE

Fun and Quality Tutoring Center   San Jose, CA   June 2013 – Present
Tutor
- Assess students' progress throughout tutoring sessions
- Provide private instruction to individual or small group of students to improve academic performance
- Create personalized lesson plans to cater to each students' needs.

MakeGamesWithUs   Palo Alto, CA   July 2013 – Aug 2013
Video Game Developer Summer Intern
- Responsible for game design, development, and gameplay of an original iOS mobile game.
- Collaborate with experienced video game developers to develop iOS game
- Create intuitive, custom UI control and interface to ensure a simple and easy experience for users