Vincent H. Nguyen

US Citizen

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Education

University of Texas at Arlington | Arlington, TX   *Graduated December 2024*
Bachelor of Science in Software Engineering   GPA 3.54
Bachelor of Science in Biology

Coursework: Data Structure & Algorithms, Operating Systems, Object-Oriented Programming and Design Patterns, Artificial Intelligence, Software Testing, UI/UX, Software Project Management, Information Security

Skills

Programming: JavaScript, Python, HTML, CSS, SQL, Java, C#, C
Frameworks & Libraries: ReactJS, TailwindCSS, Three.js, Framer Motion, Node.js, React Three Fiber
Tools & Platforms: Git/GitHub, Excel, Jira, Vercel, Visual Studio, Linux, MATLAB, Unity, Godot, Next.js (learning)
Other: Agile Software Development, UI/UX Design, Web Performance Optimization, Object-Oriented Programming, Data Analysis, System Test and Integration, Configuration Management, Strong Mathematical & Analytical Skills

Certifications

Coursera - Meta Front-End Developer Certificate   *June 2025*
- Completed coursework in HTML, CSS, JavaScript, React, UI/UX design, and version control with Git and GitHub.
- Built multiple responsive web applications and practiced front-end development using industry-standard tools and workflows.

Projects

Portfolio Website | ReactJS, TailwindCSS, Three.js, Framer Motion   July 2025
- Designed and developed a dynamic 3D portfolio website to showcase personal projects, creative work, and skills.
- Implemented animated UI transitions and interactive 3D elements for an engaging user experience.
- Optimized layout for responsive performance across devices, with smooth camera navigation and component transitions.
- Incorporated audio, visual, and user interaction features to reflect a cohesive and personalized design aesthetic.

Web Music Player | HTML, CSS, JavaScript   February *2025*
- Built a fully functional browser-based music player with a responsive, minimalist UI.
- Designed and tested responsive user interface with CSS to ensure smooth usability across different screen sizes.
- Prioritized user experience with intuitive layout, clean controls, and accessible design

OurScene Web Application | ReactJS, TailwindCSS   *April 2024*
- Developed OurScene, a music-focused web application that enables bands, promoters, and vendors to collaborate and set up local events, using ReactJS and TailwindCSS for a responsive and streamlined user interface.
- Led front-end feature development using Agile, completing sprints ahead of schedule
- Used Jira for sprint planning, backlog grooming, and task tracking to maintain project momentum.

Red Panda Bash Platformer | Godot, GDScript   *January 2025*
- Designed 2D platformer game with enemy AI and physics interactions
- Achieved high performance optimization across multiple devices, showcasing attention to detail and testing practices.

Extracurriculars

Video Game Developers Organization (VGDO) | University of Texas at Arlington   *April 2024 – December 2024*
Vice President
- Spearheaded event initiatives including art, music, and game competitions, increasing participation by 75% through promotions and collaborations with other organizations.
- Coordinated across a team of 4 officers, developing and maintaining event schedules and ensuring on-time execution.
- Managed communications with over 300 members, created promotional materials, maintained organizational social media platforms, and developed the organization's website using JavaScript.

HackUTA 2023 – State Farm Interactive Hazard Game (Godot, GDScript) | University of Texas at Arlington   *October 2023*
- Worked as a team of 4 in a 24-hour competition to create an interactive hazard-spotting game using Godot.
- Designed and implemented the layout and gameplay interactions for 3 fully functional levels within the competition timeframe.