

Vincent Nguyen

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EDUCATION

University of Illinois at Urbana-Champaign
Bachelor of Science in Electrical Engineering
Intended Minor in Computer Science

Expected May 2024
GPA: **3.79/4.00**

University of Minnesota-Twin Cities
Postsecondary Enrollment Option | Non-degree seeking

September 2020 – May 2021
GPA: 4.00/4.00

Relevant Coursework: iOS Mobile App Development, Data Structures and Algorithms, Computer Programming in Java, Discrete Mathematics

WORK EXPERIENCE

FLIT Invest – iOS Developer Intern

November 8 – Present

- Worked closely with project managers and the product development team in an **Agile** development environment to improve the iOS application's user signup flow.
- Collaborated with the UI/UX team to implement **Figma** designs into the application.

PROJECTS

InsightOut – SwiftUI, Core Data

SwiftUI Jam 2021 Participant

- Partnered with a team of iOS developers on a weekend-long competition and created an application that allows users to track their moods on a calendar and pie chart.
- Implemented Core Data to store users' mood entry data.

LoveTouch – SwiftUI, WatchKit, HealthKit, Firebase

June 2021 – Present

- Created a **watchOS** application like Snapchat that allows long-distance couples to stay connected by exchanging vibrational tap messages and providing users' live heartbeat data.
- Utilized a **NoSQL** database to operate user pairing, send and receive tap messages, and broadcast live heartbeat data.

Ghost Pilots – UIKit, SpriteKit, Firebase, Google AdMob

September 2020 – May 2021

- Collaborated with peers to design, build, and publish an **iOS** online multiplayer space shooter game to the **Apple App Store**.
- Leveraged **Firebase Realtime Database** to operate online multiplayer games by syncing users' in-game data such as ship position and direction.

SCHOOL ACTIVITIES

WaggleNet – Mobile App Developer

September 2021 – Present

- Developing an iOS application that provides beekeepers with beehive data collected from WaggleNet developed IoT sensors.
- Utilizing **Amazon Web Services** to store and read beehive data such as humidity, temperature, and video.

SKILLS

Languages: Swift (Intermediate), Python (Basic), Java (Basic)

Technologies: Xcode, SwiftUI, UIKit, Core Data, Git, Firebase, WatchKit, Amazon Web Services (AWS), SpriteKit, HealthKit, Google AdMob, Figma