

VINH NGUYEN

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EDUCATION

University of California, Los Angeles (UCLA)

Master of Engineering

- Area of Study: Digital Health Technology

Los Angeles, CA

Expected Sep 2025

Bachelor of Science in Computer Science and Engineering

- Cumulative GPA: 3.6

Graduated June 2024

WORK EXPERIENCE

Amazon Web Services | *EC2 Software Developer Intern*

June 2023 – Sep 2023

- Updated and maintained routers connecting over 100,000 daily users to live cloud computing services.
- Implemented IP packet egress fragmentation in Rust as a routing feature available in consumers' EC2 pipelines.
- Managed packet flow to avoid system limitations or disrupting existing features during fragmentation integration.

RESEARCH EXPERIENCE

UCLA Biocybernetics Laboratory | *Student Researcher*

May 2024 – Present

- Simulating thyroid models to discern ideal treatments for Hashimoto's Disease given sex, height and body weight.
- Developing an application providing access to personalized thyroid treatments in medical practices of all sizes.
- Adapting existing code base in C and Java to apply more accurate biological models deduced from research.
- Collaborating with peers of all skill levels and delegating tasks to deliver effective products within deadlines.

UCLA Human-Computer Interaction Laboratory | *Student Researcher*

Mar 2024 – Nov 2024

- Investigating various interactive systems employing artificial intelligence to enhance human productivity and life.
- Building an AI image generation application enabling greater user agency via modifying resulting images.
- Supplementing image modification applications with object detection tools to identify elements to alter.
- Analyzing and collecting data for AI-powered tools delivering specific and timely support when writing.

PROJECTS

Study Sleuth | *Front End Developer*

Aug 2021 – Dec 2021

- Connected registered students to study groups via weighted algorithms for matching and sorting.
- Developed a dynamic web application displaying site information based on existing server-side data.
- Designed application interface in JavaScript, CSS, and HTML for client-side access to principal features.
- Implemented client registration and profile management functionality in JavaScript for users to import info.

Independent Projects | *Project Manager and Developer*

Mar 2021 – June 2023

- Supervised project priorities to ensure strict development timelines were responsibly fulfilled.
- Designed an interactive tic-tac-toe React application able to save game states with an AI identifying ideal moves.
- Developed low-level software tools to track stack traversal and prevent malicious attacks and faulty behavior.
- Headed web development for a collaborative project analyzing international datasets regarding civil wellbeing.

PROMINENT COURSEWORK

Software Construction: Understanding tools for software construction, including Git, Emacs, and Unix shell.

Operating Systems Principles: Learning OS internals by manipulating address spaces and virtual memory management.

Algorithms and Complexity: Building and evaluating algorithm methods for ideal time and space complexity.

Computer Network Fundamentals: Study of computer network protocols for design and performance evaluation.

Programming Languages: Exploration of various languages' unique strengths and applications in programming.

SKILLS

Programming Languages: C/C++, Python, Java, JavaScript, HTML, CSS, NodeJS, React, Rust, SQL

Technical Tools: Microsoft Office (Word, Excel, PowerPoint), Google Drive, Git, GitHub, Linux/UNIX

Interpersonal: Diligent, Team-oriented, Problem-solving, Adaptable, Responsible