Vincent Nguyen

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Work Experience

Creative Layer / Web Developer Co-Op
7/2020 - **Present**

`JavaScript, TypeScript, Python, Rust, React, Vue, GraphQL, AWS S3, AWS Lambda, AWS Amplify`

- Collaborated in a **startup** environment using Agile principles to build the Creative Layer MVP
- Generated **React/Vue** web apps hosted on **AWS S3** secured with **Lambdas** to demonstrate Creative Layer's customizable real-time image previews, **attracting clients and increasing sales**
- Reduced graphics processing strain by implementing a custom **Rust** library to replace WebGL filters, **decreasing crashes and improving reliability**
- Enhanced library of backend services by **adapting** the G'MIC image processing library to a **Python** service, allowing complex image filters to be used for clients

Carleton University / C.S. Teaching Assistant
9/2019 - 4/2020

`Java, Python`

- Headed workshops and office hours for students in introductory **Java** and **Python** classes
- Graded assessments **quickly and accurately** to ensure grades are delivered in a timely manner
- Designed programming problems with diverse topics, including problems used on exams, allowing for students to practice development skills

Projects

Sundial / Lead App Developer
9/2020 - 12/2020

`JavaScript, React, React Native, Expo`

- Coordinated a mobile weather and planner combo app in **React Native** through the **Expo** platform
- Overhauled and **refactored** app to implement the **MVC design pattern**, promoting reusability and reducing development time, conflicts
- Enhanced app usability by using **AJAX principles** and design to ensure app is always responsive, improving user experience and minimizing interruptions

Booklyn 99 / Frontend Developer
2/2020 - 4/2020

`JavaScript, Express, PUG, PostgreSQL`

- Designed and developed an online bookstore using **Express** and **PUG** with a **PostgreSQL** database
- Built **reusable UI components**, populated with details from the database, by using **PUG** to allow for dynamic data to flow through without interrupting the user
- Collaborated with backend developer to design and plan the **SQL** database with **ER diagrams** in order to implement all functional requirements, minimizing any need to restructure in the future

Heroes, Monsters, & Dragons / Developer
4/2020

`C++`

- Built and developed an adventure game simulator using **C++** to utilize **object-oriented** principles
- Designed **UML class diagrams** to structure **MVC design pattern** and classes before programming, allowing for cogent design and quicker development time
- Utilized OOP principles of **inheritance, encapsulation, abstraction, and polymorphism** to handle the control flow of each simulation, each player, and their complex interactions

Education

Carleton University /
Bachelors of Computer Science, Honours
9/2018 - 4/2023

`GPA 3.92/4.0 | Minor in Japanese | Dean's List student | Recipient of Goldie Wilkinson Award`

Skills

/ Languages

JavaScript | TypeScript | Python
HTML5 | CSS3 | Java | Rust | C++ | C

/ Frontend

React | Vue | React Native | GraphQL
Redux | Webpack | Tailwindcss

/ Backend

Node | Express | Flask
Mongoose | Socket.IO | AWS

/ Databases

PostgreSQL | MongoDB | Firebase

/ Tools and misc.

Linux | Git | Docker | GitHub Actions
Processing | zsh | VSCode

Community

/ Gamehead Tespa Carleton

Coordinated and headed student tryouts to find the most effective and excellent players to represent the Carleton Ravens

/ Co-Founder of CCS

Founded and moderated the Carleton Computer Science community, which contains **900+ computer science** students

Ask Me About...

/ Outstanding TA Nomination

Nominated for **teaching excellence** in both courses, Introduction to Computer Science I & II

/ Music & Game Theory

Lead bassist in high school band and now exploring guitar,
Avid interest in **game theory**, strategy, and interaction among rational decision makers