VINH NGUYEN

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EXPERIENCE

Teaching Assistant
Carleton University

📅 September 2019 - Present 📍 Ottawa, Canada
- Assisted students with coding questions, **teaching** by using examples and diagrams, **ensuring understanding** of programming principles and concepts
- Evaluated and marked midterm exams **quickly and accurately** to ensure correct grades are delivered to students in a **timely manner**
- Created a **diverse set of programming problems** for students to learn from, as well as questions which were used within final exams

PROJECTS

1InTheSocket
github.com/cuhacks2020/1inthesocket

📅 January 2020 📍 CUHacking 2020
- A multiplayer web game built in **JavaScript**, utilizing the **P5.js framework** to render graphics, including the map, players, enemies, and bullets
- Implemented **Socket.IO** to facilitate networking between players, using **predictive algorithms** for movement, accounting for lag over slow networks
- Designed a grid-to-window conversion algorithm so experience would not differ based on platform, allowing **fair cross-platform play**

Abyss Runner
github.com/vinhvn/abyssrunner

📅 December 2018
- An arcade-style dungeon crawler game written in **Java** and **Processing**
- Developed over a period of 72 hours as team of two in order to learn more about **indie game development** and experiences in a Game Jam
- Used **object-oriented software design** such as polymorphism, inheritance, and encapsulation in order to organize and simplify complex interactions
- Designed an overlying game engine, using states and the Minim library to implement various different screens, levels, and menus, all with sound

Vivi: A Discord Bot
github.com/vinhvn/vivi

📅 September 2019 - Present
- Built in **JavaScript**, implementing the **discord.js API** to integrate **Node.js** with Discord, a free online chat messaging application
- Utilized **asynchronous function design** to manage large amounts of user requests, returning responses in a quick and timely manner
- Implemented web principles such as **minimal traffic and stateless design,** decreasing processing required for each request and increasing efficiency

INTERESTS

Web Development | App Development | Backend | Algorithms

EDUCATION

Bachelor of Computer Science
📍 **Carleton University**

📅 September 2018 - May 2022
- Concentration in **Software Engineering**
- Minor in **Japanese**
- Dean's List
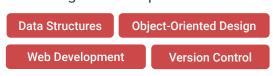- Recipient of Goldie Wilkinson Award
- **CGPA** 11.81/12.0 (A+)

SKILLS

Languages

Python | JavaScript | C | C++
Java | HTML | CSS | Lua | PHP

Technologies

Node.js | Express.js | Git | Linux
MongoDB | Pug.js | Socket.IO | SQL
Processing | React.js | React Native

Knowledge & Concepts

Data Structures | Object-Oriented Design
Web Development | Version Control

COMMUNITY

🎮 Gamehead for TESPA Carleton
Coordinated and ran tryouts with students to find the **most effective and excellent players** to represent the Carleton Ravens

</> Moderator of CCS
Co-founder and moderator of Carleton Computer Science, a large community of over **900+ Computer Science** students

⑂ Co-Founder of Coding Club
Created, attended, and conducted various **introductory programming workshops** in high school during after school hours