KHA NGUYEN

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EDUCATION

University of Washington, Seattle, WA   Sep. 2015 – *Dec. 2017 (Expected)*
- **Bachelor of Science** in **Computer Science**
- **Activities:** Dubhacks, Microsoft College Code Competitions, Mentor for new CSE Majors, UW ACM
- **Applicable Coursework**:

Algorithms	Database	Programming Languages	Software Design
Web Programming	Artificial Intelligence	Systems Programming	Machine Learning

SKILLS

Programming	Java C C++ Javascript Python Php
Programming (Familiar)	SML Racket Ruby
Libraries/Platforms	Node.js Express jQuery Bootstrap Handlebars
Makeup/Templating	HTML CSS
Databases	SQL NoSQL CouchDB Amazon Elastic MapReduce Microsoft SQL Server
Operating Systems	Linux Mac OS Windows

EXPERIENCE

Research Assistance, University of Washington   *Apr. 2016 – Jul. 2016*
- Created a plugin in Grails where researchers can assign assessment of voices and images for their patients as a JSON file and view the progress as a .CSV file.
- Trained a machine learning model with a new language and tested it on patients.

Computer Science Tutor, Highline College   *Jan. 2015 – Aug. 2015*
- Answered questions about class lectures and assignments for approximate 60 students in basic Java classes.

Application Tester, Lionbridge   *Mar. 2015 – May 2015*
- Tested approximate 200 mobile applications submitted to the Window Store.

Teaching Assistant Intern, CSE 143, Highline College   *Sep. 2014 – Dec. 2014*
- Graded homework for over 30 students and held office hours every week to tutor students.

PROJECTS
(more at github.com/ykhanguyen and www.kylenguyen.xyz/projects)

"Moody Up" (Team Project)   *Node.js, Microsoft API, Facebook API*
- Analyze your mood through all your Facebook's posts and pictures. The AI bot comes to cheer user up.

"Campus Paths" (Personal Project)   *Java, Java Swing (GUI)*
- Implemented an algorithm and UI to find the shortest path between UW's buildings.

"Eng-Vi Dictionary" (Team Project)   *JavaScript*
- Google chrome extension. It's currently available on the chrome web store and has up to 200 users.
- Translate a selected word to Vietnamese by a double-click, then display the definition and the pronunciation on the movable pop-up window.

"Pac-man Projects" (Class project)   *Python*
- Used machine learning to implement an intelligent agent that learns from experience and beats the Pac-man game.

ACHIEVEMENT

- **InfoSpace Endowed Scholarship** for the 2016 academic year.
- **Second Prize, Northwest Region Individual Standings**, American Mathematical Association of Two-Year Colleges competition, Fall 2014.