

Jonathan Nguyen

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EDUCATION

University of California, Irvine | *Spring 2018*

B.S. in Computer Science

- Relevant Coursework: Data structures, Advanced Algorithms, Machine Learning, Databases, Operating Systems, Computer Architecture, Computer Networks, Web Apps, Artificial Intelligence, Graph Algorithms

EXPERIENCE

Undergraduate Researcher | *Spring 2018 - Present*

University of California, Irvine – Donald Bren School of ICS

- Researched how to utilize machine learning, computer vision, and geolocation to automatically log meals
- Helped develop an app that automatically tracks food eaten and nutrition via those technologies

Software Engineer Intern | *Summer 2017*

Cox Automotive – Kelley Blue Book

- Created various services for the ads services team to automate reporting and data collection
- Optimized programs to reduce runtime of various C# and SQL services used by over 50%
- Ported a company wide API to web to facilitate AWS migration for better scalability and optimization

LEADERSHIP

Programming Officer | *Fall 2016 – Spring 2018*

Development Club

- Led development of 3 projects using Unity/C# with teams of 4-6 over a year and mentored other teams
- Hosted programming workshops and maintained over 150 active members and 30 projects in the club

Software/Media Mentor | *Fall 2014 – Spring 2018*

Fremont High School FIRST Robotics

- Mentored software division of over 20 members by teaching them Java and helping them program a robot which made it to the regional finals in Las Vegas
- Created designs for T-shirts and websites for media and public relations team

President | *Fall 2014 – Spring 2016*

Developers' Guild

- Coordinated with other officers to organize meetings and events and assisted teams on their projects
- Maintained the overall success of the club and grew to over 100 members, one of the most at De Anza

PROJECTS

PokeARena [C#, Unity, Vuforia] | *Spring 2018*

Winner for both "Best AR/VR Hack" and "Best Game Hack" by GIGABYTE at CitrusHacks 2018

- Led develop of this mobile app that augments Pokemon into trading cards to battle others
- Helped implement the AR, battle system, and Pokemon switching mechanic, while managing the team

Instanurse [React Native, Node.js, JavaScript, Firebase] | *Winter 2018*

Finalist for "Best Medical Hack" and "Best Entrepreneurship" at HackUCI 2018

- Led development of this app where hospital patients can request immediate assistance through a live feed that can be viewed by the medical staff
- Developed the front end of the patient facings side, Node.js Server, and real time database

YOLOBOLO [Python, Flask, Semantic UI, MySQL] | *Spring 2017*

Semi-Finalist for Butterworth Product Development Competition 2017

- Helped develop an application that connects businesses to users to rent out their available meeting spaces
- Successfully advanced past 40 other teams to reach the semi-finals

SKILLS

Software Engineering: C#, C++, Java, Python

Front End Web Development: JavaScript, React, HTML5/CSS, Bootstrap

Back End Web Development: Node.js, Apache Tomcat

Game Development: Unity, Oculus VR, Vuforia AR

Tools and Databases: AWS, Git, Android Studio, MySQL, MicrosoftSQL, Firebase

AWARDS

- Dean's List
- Grow With Google - Udacity Scholarship