

Jonathan Nguyen

☎ Available upon request

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EDUCATION

University of California, Irvine - Spring 2018

B.S. in Computer Science - GPA: 3.5

AWARDS

- Dean's List
- Grow With Google Developer Scholarship

SKILLS

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

Web Development: JavaScript, React, HTML5/CSS, Bootstrap, Node.js

Tools and Databases: AWS, Git, MySQL, MicrosoftSQL, Firebase, Docker, Maven, JUnit, Linux

EXPERIENCE

Sony PlayStation

Summer 2018

Software Engineer Intern

Aliso Viejo, CA

- Worked on Java services involving streaming and deploying new titles for the PS Now Cloud Back-End Team
- Helped develop software involving server allocation and software distribution across thousands of servers
- Ensured software functionality and industry level code quality through JUnit testing

UC Irvine - Social Life Networks Lab

Spring 2018 - Summer 2018

Research Assistant

Irvine, CA

- Researched how to utilize machine learning and natural language processing to automatically log meals
- Helped develop an app that automatically tracks when meals are eaten with over 80% accuracy
- Worked on a publication to be presented at the ACM Multimedia Conference 2018

Cox Automotive - Kelley Blue Book

Summer 2017

Software Engineer Intern

Irvine, CA

- Created various services for the ads services team to automate reporting and data collection for ads
- 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 to improve scalability and reliability

PROJECTS

PokeARena [C#, Unity, Vuforia]

Spring 2018

Winner for "Best AR/VR" and 2nd for "Best Game" sponsored by GIGABYTE

CitrusHacks 2018

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

Instanurse [React Native, Node.js, JavaScript, Firebase]

Winter 2018

Finalist for "Best Medical Hack" and "Best Entrepreneurship"

HackUCI 2018

- Led team of four to develop this app where hospital patients can request immediate assistance through a live feed that can be viewed by the medical staff, including the UI, Node.js Server, and real time database

YOLOBOLO [Python, Flask, Semantic UI, MySQL]

Spring 2017

Semi-Finalist

Butterworth Competition 2017

- Helped develop an application that connects businesses to users to rent out their available meeting spaces

LEADERSHIP

Development Club

Fall 2016 - Spring 2018

Programming Officer

Irvine, CA

- 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

Fremont High School FIRST Robotics

Fall 2014 - Spring 2018

Software Mentor

Sunnyvale, CA

- 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

Developers' Guild

Fall 2014 - Spring 2016

President

Cupertino, CA

- 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