

# Jonathan Nguyen

☎ Available upon request | ✉ jonthnngyn@gmail.com | 🌐 jonthannnguyen.me | 📱 Tunsy | 📺 jonthnngyn

---

## Education

---

**University of California, Irvine** | *B.S. in Computer Science, Information Specialization* Spring 2018

- Relevant Coursework: Data structures, Advanced Algorithms, Machine Learning, Databases, Operating Systems, Computer Architecture, Computer Networks, Web Applications, AI

## Experience

---

**Software Engineer Intern** | *Irvine, CA* Summer 2017

Cox Automotive – Kelley Blue Book

- Ported a company wide API to web to facilitate AWS migration
- Created various programs and optimized stored procedures to reduce runtime of various C# and Microsoft SQL services used by the ads services team by over 50%

**Programming Officer** | *Irvine, CA* Fall 2016 – Present

Video Game Development Club

- Led development of 3 video games using Unity and C# with teams of 4–6 over a year
- Mentored other teams in developing their projects and hosted programming workshops and helped maintain over 150 active members and 30 projects in the club

**Software/Media Mentor** | *Sunnyvale, CA* Fall 2014 – Present

Fremont High School Robotics

- Mentored software division of over 20 members by teaching them Java and guiding them in programming 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** | *Cupertino, CA* Fall 2014 – Spring 2016

Developers' Guild

- Coordinated meetings and events by organizing and delegating tasks to other officers, assisted teams on their projects, and maintained the overall success of the club
- Maintained over 100 active members, one of the most of any club at De Anza

## Projects

---

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

Finalist for “Best Medical Hack” and “Best Entrepreneurship” at HackUCI 2018

- Led development of the mobile app where hospital patients can request immediate assistance through a live feed that can be viewed by the medical staff, meant to replace the hospital remote
- Developed the patient facing side, including the UI, Node.js Server, and real time database

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

Semi-Finalist for Butterworth Product Development Competition 2017

- A full stack web and mobile application that connects businesses to users who wish to rent out their available offices and meeting rooms
- Helped create the front end for the web application and the room reservation system

**C&J&G** [JavaScript, Java, Apache, jQuery, Android, MySQL] Spring 2017

Project in Web Applications and Databases

- Led development of a full stack web and mobile app where users can browse books
- Created features such as search, user authentication, pooling, reCaptcha, and scalability

**VRoom** [C#, Unity, Oculus] Spring 2016

Runner up for “Most Technically Complicated Hack” at HackDavis 2016

- A VR drivers ed simulator that features a driving environment, traffic, and physics
- Led and taught a team of 4 how to use Unity, and how to design and implement mechanics

## Skills

---

**Software Development:** 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

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

## Awards

---

- Dean's Honor Roll
- Grow With Google – Udacity Scholarship