

Jonathan Nguyen

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Education

University of California, Irvine | Irvine, CA Spring 2018
• Bachelor of Science in Computer Science

De Anza College | Cupertino, CA Spring 2016
• GPA: 3.65
• Phi Theta Kappa Honors Student

Relevant Courseworks

- Data structures and Algorithms, Introduction to Software Engineering, Object Oriented Analysis and Design, x86 assembly language, Advanced C, Discrete Mathematics, Multivariable Calculus

Experience

Video Game Development Club | Project Leader Fall 2016 – Present
Irvine, CA

- Led team of 4 to create a Unity based top down shooter

Fremont High School FRC Robotics | Software/Media Mentor Fall 2014 – Present
Sunnyvale, CA

- Mentored software team by guiding them in programming a robot which eventually made it to finals in regionals
- Create designs for T-shirts and websites for Media and Public relations team

Developers' Guild | President Fall 2014 – Summer 2016
Cupertino, CA

- Coordinated meetings and events, guided other club leadership, assisted project groups on their apps, and maintained the overall success of the club
- Maintained over 100 active members at Fall 2015, the most of any club at De Anza

De Anza Student Success Center | Writing Tutor Fall 2015 – Spring 2016
Cupertino, CA

- Trained and certified to tutor students of all levels in reading and writing

E-Sports Club | Media lead Fall 2015 – Spring 2016
Cupertino, CA

- Managed branding and advertising by creating designs for T-shirts and ads

Programming Projects

Famine Games | Project Leader Spring 2016
github.com/DevelopersGuild/famine-games

- 3D online deathmatch game developed using C# and Unity
- Led a team of 8 to develop and publish a game in 12 weeks for Developers Guild

VRoom | HackDavis 2016 Spring 2016
github.com/vihanchaudhry/vroom

- Virtual reality drivers ed simulator developed using C#, Unity, Oculus SDK
- 2nd Place for most technically complicated hack

Sanctum Breach | Project Leader Winter 2015 – Summer 2015
github.com/DevelopersGuild/zombie-ninja-attack-craft

- Top-down 2D action game developed using C# and Unity

Skills

Software Development

- Proficient with C++, C#, Java, Unity
- Basic experience with C, x86 assembly language, Python, Oculus SDK

Front-End Web Development and Graphic Design

- Proficient with JavaScript, jQuery, Bootstrap, HTML, CSS
- Proficient with Adobe Photoshop and Adobe Illustrator