Trung Nguyen

Portland, OR • trungnguyentn1008@gmail.com • 971.998.9416•
Portfolio: https://ntrung1008.github.io/

EDUCATION

Portland State University, Portland, OR **Dec 2020**

Bachelor of Science in Computer Science

Relevant Coursework: Programming Systems, Computer System Programming, Data Structures, Principles of Programming Languages, Intro to Operating Systems, Discrete Mathematics, Probability & Statistics

Skills

Languages: C++, JavaScript, Python, HTML, CSS

Tools: Unreal Engine, ReactJs, MongoDB, Git

Other: Gameplay Design, AI Behavior Design, Gameplay Implementation

Experience

SheerID **Jun - Sep 2021**

Software Engineer Intern

- Designed and developed websites and emails to meet customer's requirements using **HTML**, **CSS**, and **Javascript**
- Migrated part of legacy code base to newer one to improve scalability
- Created dark mode email templates for MacOS and Windows

PROJECTS

2D Side Scroller

- Built in Unreal Engine using **C++** and **Blueprint**
- Completed player movement, HUD, enemies AI, and item pickups

Treasure Hunt Educational Game

- Created a treasure-hunt web application with six engineers to help professors teach English to foreign students
- Utilized **ReactJS** and **LeafletJS** to create front end interface that allows professors to add instruction pins on the map
- Developed copy feature by storing pins as templates in **MongoDB** for future usage
- Optimized performance by 30% by creating level of detail systems using **OpenDataSoft API**
- Implemented social network sharing features using **ReactJS** to enable achievement-sharing with other students
- Used **Agile methodology** with **Jira** to refine and develop new features

Pokedex

- Built an index Pokemon website to help fans find, catch and build Pokemon teams by utilizing **pokeAPI** and **Javascript**
- Enabled fans to search for and filter Pokemon by names using **Javascript**
- Helped fans navigate through the Pokemon world by creating Region maps
- Developed moves page to display attack power and attribute type of every moves in Pokemon games
- Implemented comparison feature to help optimize Pokemon teams
- Improved performance and saved resources by implementing **lazy loading**

ATAC Arcade

- Built a **full-stack website application** which can host different **HTML** games for entertainment and competition
- Designed and built the first three games using **Javascript** which are **Flappy Bird**, **Space Invader**, and **Snake**
- Improved difficulty scaling, score, and rank systems for competitive purposes

Snake (Standalone)

- Increased replayability by adding walls, teleport holes, poison apples, and invisible snakes using **Rust**
- Improved base game by creating co-op and versus mode for two players

Adventure Game

- Designed and built an event system to reward players with items and gold using **Python**
- Balanced items, weapons, players, and enemies to create an exciting game