

Tyler Nguyen

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🌐 Portfolio | 📄 GitHub | 🔗 LinkedIn | ✉️ tylern41653@gmail.com

SKILLS

- C/C++ | Python | C# | .NET | JavaScript | HTML | CSS | SQL | Git/GitHub | Bootstrap | Unity 3D
- MongoDB | Express | React | Node | ASP.NET | Razor | MySQL | SSMS | Redux | MUI | JSON
- OOP | CI/CD | Unit Testing | Agile | SDLC | SQA | REST | CRUD | UI/UX | Windows OS | Linux
- Vercel | Render | Figma | Blender | WebGL | Jira | Slack | MS Office | Visual Studio | Eclipse
- Game Development | Web Development | Front-end | Back-end | Full-Stack | English

EDUCATION

B.S. in Computer Science | GPA: 3.7

08/2019 - 05/2023

University of New Haven

West Haven, CT

Dean's List (06/2020 - 06/2023)

Relevant Coursework: C++ OOP, Data Structures and Algorithms, Databases and SQL, Algorithm Design and Analysis, Operating Systems, Network Technologies, Systems Programming, Python Scripting, Calculus III, Linear Algebra, Capstone I/II, Software Quality Assurance

PROJECTS

Full-Stack Application Development | MERN & ASP.NET/SQL

05/2023 - Current

Personal Project

- Developed Zephyr, a [Social Media App](#), using the **MERN** stack & **REST API**
- Developed ASP.NET [Client App](#) that is connected to an SQL Database using **CRUD** operations
- **Related Technology Skills:** MongoDB, Express, React, Node, JavaScript, HTML, CSS, JWT, Redux, Vercel, Render, MUI, Formik, Yup, Dropzone, ASP.NET, C#, SQL, Razor, Bootstrap, Git/GitHub

Arclight | Unity 3D/C#

08/2022 - 05/2023

Capstone Software Project

- Worked in **Agile environment** to develop a [3D Roguelite](#) using **OOP**
- **Worked with and led a team of 5 people** to develop the **backend and frontend** of the application
- **Wrote a final documentation report** of the entire application detailing the development and testing process
- **Related Technology Skills:** Unity/C#, Blender, PlasticSCM, Git/GitHub, WebGL

Sudoku Helper | C++ Application

08/2022 - 01/2023

Advanced C++/OOP

- Designed and Developed a [Sudoku Helper](#) using **OOP** principles
- Incorporated **User Stories**, **Unit Testing**, **Debugging**, and **CI/CD** practices
- Utilized Dynamic Memory Allocation, Inheritance, Polymorphism, Abstraction, Exceptions, and Templates
- **Related Technology Skills:** C++, Linux/UNIX, Git/GitHub

Portfolio | React

09/2022 - 11/2022

Personal Project

- Developed draft of [Personal Informational Website](#)
- Implemented React.js with developing and deployed site using GitHub's Pages.
- **Related Technology Skills:** HTML, CSS, Bootstrap, JavaScript, React, Figma, Git/GitHub

C++ Application Development

02/2021 - 06/2021

Data Structures and Algorithms

- Developed a [Car Rental Program](#) using Unordered Linked Lists
- Developed a virtual [Slot Machine](#) game using Templated Circular Linked Lists
- Developed a [Battle Game](#) that used Polymorphism to create different game characters that preserve battle history by implementing the Stack ADT and the Command Pattern
- Developed a complete and functional [Red Black Tree](#)
- **Related Technology Skills:** C++, Linux/UNIX, Git/GitHub