

MINH NGUYEN

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SUMMARY

Software Developer with advantage of strong programming, computer, problem-solving skills, algorithm design & analysis, and the ability to adapt in any situation and proven potential to grow self and others.

EDUCATION

[Georgia State University](#) • Atlanta, GA 2019 – Spring 2022
Bachelor of Science in Computer Science.

- **C.S GPA:** 4.11/4.0
- **Major Courses:** Data Structures, Theoretical Foundations of Computer Science, Computer Organization and Programming, Math Models for Computer Science.

[Gwinnett Technical College](#) • Lawrenceville, GA 2017 – 2018
Associate of Science in Computer Programming.

- **Major Courses:** Program Design and Development.

[Bunker Hill Community College](#) • Boston, MA 2015 – 2017
Bachelor of Science in Environmental Science.

[HCMC International University](#) • Saigon, Vietnam 2012 – 2015
Bachelor of Science in Information Technology.

- **Major Courses:** C/C++ Programming, Principles of Database Management, Computer Architecture, Web Application Development, Object-Oriented Programming, Computer Networks.
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ACHIEVEMENTS

- President's List at Georgia State University (Spring 2020).
 - President's List at Georgia State University (Fall 2019).
 - Joined the Competitive Programming Team at Georgia State University (Fall 2019).
 - President's List at Georgia State University (Spring 2019).
 - Been selected into the Olympiad Programming Team at International University (Vietnam – Fall 2014).
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PROJECTS

[AI Learns to Play Shooter](#) • Python – Summer 2020 (<https://github.com/mbnguyen/ShooterAI>)

- Implemented Artificial Intelligence (AI) into a self-programmed game written using Python, and PyGame. Using neuro-evolution of augmenting topologies to train an agent to play by itself as it gets smarter every generation passed with the help of NEAT-Python library.

[Shooter](#) • Python – Summer 2020 (<https://github.com/mbnguyen/Shooter>)

- Built a complete UI window game using Python with the help of PyGame library to draw the animations. Use the keyboard inputs to control the character played against the enemies who can dodge the attacks and get smarter as the score increases.

[Maze](#) • C/C++ - 2019 (<https://github.com/mbnguyen/Maze>)

- Built a complete console game using C/C++. It creates a random maze using tracing algorithm until the random maze satisfies the number of iterations given by the chosen level. Playing it by using the arrow keys to collect all the keys before exiting the maze.
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SKILLS

- **Programming Languages:** Java, Python, C/C++, Assembly, Git, MySQL, HTML.
 - **Operating Systems:** Windows, Mac OS, Git, Raspbian, Linux.
 - **Languages:** English, Vietnamese.
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PROFESSIONAL EXPERIENCE

[Teletron](#) • Doraville, GA June 2018 – Current
Salesperson

- Responsible for assisting customers to sell luxury furniture items.