CHRISTINE NGUYEN

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EDUCATION

University of California, Berkeley
Exp. Graduation: May 2022
GPA: 3.49/4.0
B.A. - Computer Science,
Data Science (Emphasis:
Business Analytics),
Certificate in Design Innovation

SKILLS

Java, Python, HTML/CSS, JavaScript, ReactJS, Flask, Spring Boot, AJAX, JSP, SQL/SQLite, Git, Pandas, Data Visualization, Data Modeling, Regex

COURSEWORK

Data Structures, Algorithms, Databases, Data Science, Machine Structures, Discrete Mathematics, Probability and Statistics, Linear Algebra, Differential Equations, Web Design and Development, Project Management, Economics

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EXPERIENCE

SOFTWARE ENGINEER INTERN at Okta   *Internship | May 2021 - August 2021*
- Utilized the **Spring MVC framework** in **Java** to design and implement the global logout feature which initiates a logout of all signed in service provider applications for the user through **SAML**.
- Created a new **API** endpoint to poll the **Redis Cache** for the statuses of the outbound requests.

FULL STACK DEVELOPER at UC Berkeley College of Environmental Design   *Part Time | October 2020 - May 2021*
- Developed an open-source web application from scratch that helps architects and engineers visualize the surrounding environment of their builds using **Python** and **Dash**.
- Built dynamic features and 15+ different types of interactive data visualizations using **Plotly**.

DATA ENGINEER INTERN at University of California, Berkeley   *Internship | August 2020 - May 2021*
- Wrote scripts for data ingestion (from APIs and databases) and curation using **Python, Apache Spark, and AWS**.
- Developed API based applications and scripts to support Tableau operations.

COMPUTER SCIENCE TUTOR at theCoderSchool   *Part Time | January 2020 - August 2020*
- Taught students the fundamentals of programming, problem solving, and algorithm design by using a personalized project-based approach to guide students through building their own applications.
- Developed curriculum and led a team of two other tutors to run week long (20 hours/week) virtual coding boot camps where students develop and present a personalized project by the end of the camp.

PROJECTS

AI CHECKERBOARD GAME Java
- Recreated the checkerboard game *Lines of Action* with a GUI that allows the player to switch between a manual and computer player.
- Implemented the AI player using game trees and alpha-beta pruning.

SORTING ALGORITHMS VISUALIZER ReactJS
- Developed an educational web application visualizing four different sorting algorithms: merge, bubble, quick, insertion.
- Implemented features that allows the user to change the speed of the animations, resize and randomize the bars used to visualize the sort.

SIMPLE GIT Java
- Implemented a version-control system (similar to Git) with 13 commands such as init, add, commit, merge, branch, and checkout.
- Designed a set of classes to represent the internal structures during execution and a parallel representation as files to ensure the persistence of the program.