

# Christine Nguyen

christine\_nguyenl@berkeley.edu • [chrlnng.github.io](https://github.com/chrlnng) • [linkedin.com/in/christine-nguyenl/](https://www.linkedin.com/in/christine-nguyenl/) • [github.com/chrlnng](https://github.com/chrlnng)

## EDUCATION

---

**University of California, Berkeley | Berkeley, CA**

Expected Graduation May 2022

*B.A. - Computer Science*

*Cumulative GPA: 3.49*

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

## SKILLS & TECHNICAL TOOLS

---

**Languages:** Java, Python, SQL/SQLite, JavaScript, HTML/CSS, Scheme

**Technologies:** Git, Apache Spark, AWS, Regex, Jupyter Notebook, ReactJS, Flask, scikit-learn, Plotly, Dash, Matplotlib

## EXPERIENCE

---

**Full Stack Developer | Center for the Built Environment**

*Oct 2020 - Present*

- Develop an open source dynamic dashboard web application using Python and Dash to display interactive data visualizations in a print friendly format.
- Find trends in the climatic dataset in order to create meaningful data visualizations in Collab Notebooks and Plotly.

**Data Engineer Intern | University of California, Berkeley**

*Aug 2020 - Present*

- Work on data ingestion (from APIs and databases) and curation using Python, AWS, and Apache Spark.
- Develop API based applications/scripts to support Tableau operations.

**Computer Science Tutor | theCoderSchool**

*Jan 2020 – Aug 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 using Scratch, Python, HTML/CSS.
- 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.

**Research Assistant | University of California, Irvine**

*Jun 2019 – Aug 2019*

- Performed exploratory data analysis in Jupyter Notebook and created interactive graphs using Plotly to analyze how firms' financial compositions and financial strategies affected firm performance during the Great Depression.

**Academic Intern (CS 10) | UC Berkeley College of Engineering**

*Aug 2019 – Dec 2019*

- Provide academic support to 30+ students for in a weekly lab section through explaining concepts (concurrency, recursion, higher order functions, algorithmic complexity), guiding debugging processes, and clarifying project questions.

## PROJECTS

---

**Simple Git | Java**

- Implemented a version-control system with 13 commands such as init, add, commit, merge, branch, and checkout.
- Wrote a design document and designed a set of classes to represent the internal structures during execution and a parallel representation as local files to ensure the persistence of the program.

**AI Checkboard Game | Java**

- Recreated the classic two-player checkboard game *Lines of Action* with a GUI that allows the player to switch between a manual and computer player.
- Implemented the AI behind the computer player using game trees and alpha-beta pruning.

**Sorting Algorithms Visualizer | ReactJS (<https://chrlnng.github.io/sorting-visualizer/>)**

- Developed an educational web app that displays a visualization of popular sorting algorithms.
- Implemented features to allow the user to change the speed of the animations, resize and randomize the bars.

**Spam/Ham Email Classifier | Python, Pandas, scikit-learn**

- Created a data pipeline to process the data and built a logistic regression model to predict whether an email was spam or ham with a 94% training accuracy on the test set.