



# VIVIAN TRUONG NGUYEN

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## EDUCATION

### University of California, Irvine

Major – Software Engineering 2021  
GPA: 3.50

## SKILLS

**Languages** – C/C++, Java, Python, JavaScript, Swift, HTML5/CSS, SQL  
**Frameworks/Etc.** – React, Redux, Vue, Angular, REST, Bootstrap, APIs, UI/UX, Sketch, Figma, Adobe XD, Jira, Git, Firebase, Tableau, XCode

## EMPLOYMENT

### UCI Office of Information and Technology · Irvine, CA

June 2019 - Current

*Full-stack Developer*

- Developed a complete overhaul of the financial aid enterprise web application that serves over 7,000 graduate students and handles millions of dollars in funding per year.
- Designed management tools using React and Bootstrap to meet web accessibility standards and support assistive technologies.
- Implemented funding calculations, forms, flags, and grant tables with RESTful web services such as Spring, Redux, and JPA to communicate the UI to the Microsoft SQL Server.
- Automated 300,000+ SQL scripts to populate the entire system with realistic and accurate sample data.
- Rendered API Blueprints via Aglio to keep documentation up-to-date and cross-functional for both front-end and back-end developers.

### Paciolan · Irvine, CA

October 2020 - Current

*Product Manager, iOS Developer*

- Designed Fan360, a mobile platform where users can unlock exclusive access to their favorite sports/entertainment celebrities through a subscription model.
- Responsible for leading a cross-functional team of developers and designers by organizing logistics via roadmaps, SCRUM planning, budget analytics, and meetings with stakeholders.
- Conceptualized the UI using wireframes and high-fidelity prototypes via Sketch and iterated by collecting consumer feedback.
- Currently implementing login authentication, dashboards, payment gateways, and messaging systems using APIs, SwiftUI, and Firebase.

### Northrop Grumman · Manhattan Beach, CA

June 2020 - September 2020

*Space Systems Software Intern*

- Obtained a DoD Secret Security Clearance. Currently being processed for a Top Secret Clearance.
- Built modular web-based widgets that allowed users to configure test and command sets, visualize real-time spacecraft telemetry parameters, and monitor server health using Vue.js.
- YOLO - Parsed binary files transmitting at 2.5Gb/s and created a filter to sort and demultiplex ethernet packets in only one pass.
- Validated satellite payloads by ensuring byte counts were being captured as expected in order to measure the performance of various network interface cards in C and Linux.

### CARAGE · Hackathon Winner - "Best Google Cloud Platform Hack"

*Python, Java, JavaScript, Various APIs, Firebase, MySQL, Tableau, HackUCI 2021 Winner*

- Tracked which parking spots were filled via a continuous aerial view from a GoPro camera by applying Google's Cloud Vision API Tesseract OCR combined with the WatchService + Watchdog API.
- Collected statistics on duration parked and lot density based on time patterns in order to extrapolate data into MySQL/Firebase and visualize vacancy trends into Tableau/dynamic web application.
- Business insight on which lots are popular and at which times in order to adjust the sales of parking permits and event reservations.
- Consumer insight on helping students find vacant parking in real-time in order to remove obstacles towards learning and customer dissatisfaction.

### OH!whale · Hackathon Winner - "Most Polished Game"

*Java, TwiML, Whale Puns, HackUCI 2020 Winner*

- Raised awareness for the environmental state of the ocean and advocated for the research, education, and conversation of whales.
- Utilized Twilio's API to create an SMS-based game in which players can help "Gale the Whale" clean up a dynamically changing oil spill.
- Parsed HTTP requests from a player's SMS text in order to convert Twilio's Markup Language (TwiML) into an interactive menu. Built game-logic, get/post calls, and a local server entirely on Java and Apache Spark.