

# Anthony Nguyen

(519) 992-9165

| anthonynguyen519@gmail.com

| www.hiengu.com

## TECHNICAL SKILLS

- **Programming:** Java, C, C#, C++, Python, JavaScript
- **Web Technologies:** HTML, CSS
- **OS:** Windows, Linux
- **Game Engine:** Unity3D

## EDUCATION

- University of Windsor** *Sept 2017 – June 2022*  
B.S Computer Science Honours | Minor in Mathematics
- Major Average: **92.5%**
  - President's Honour Roll & Dean's List

## EXPERIENCE

### University of Windsor

*Sept 2020 – Dec 2021*

Undergraduate Teaching Assistant, **Windsor, Canada**

- Assisted with **instructing** undergraduate courses and **marking** assignments and examinations
- Held office hours and labs to help students learn the course contents

Data Structures & Algorithms • Object Oriented Analysis & Design • Intro to Programming & Algorithms

### Statistics Canada

*Jan 2020 – August 2020*

Programmer-Analyst Intern, **Ottawa, Canada**

- Worked on and maintained the internal software **ISRI** built using **VB.net**. The internal software organizes, verifies, and produces statistical data about Canada
- Completed data files generated by ISRI are then sent and used by international organizations like IMF & OECD
- Researched in **containerized** applications and web services using **docker**

### DuroByte Inc.

*May 2019 – Nov 2019*

Software Developer Intern, **Windsor, Canada**

- Developed a **camera calibration** plugin for aligning a **collaborative robot's** arms for autonomous operation
- Built a plugin with **Java** and **Python** that controls a stepper motor on a collaborative robot. Java was for the motor's graphical user interface and calculations, whereas Python was for data communication to the motor.
- Created **VBA** scripts to verify and repair data in Microsoft Excel spreadsheets
- Dabbled in app development using **Xamarin** and **MySQL** Workbench

## COMPETITIONS

### First Robotics Team 4940

*Nov 2014 – June 2016*

Programmer, **Holy Names Highschool**

- Wrote **Java** code to autonomously control the robot using sensor data
- Participated in the 2016 **University of Waterloo** Regionals held by **FIRST**
- Reached playoffs at regionals to compete against teams across Ontario Canada

## PROJECTS

- 🔗 **Korollary** Simplifies image colors using k-means clustering | built w/ **.NET Framework, C#, Haskell** 2021
- 🔗 **Fallers Game** Multiplayer FPS capture the flag game | built w/ **Unity3D, C#, Forge Networking** 2021
- 🔗 **OKBlumer** Messaging app using Bluetooth & Mesh Networks | built w/ **Flutter Framework, Dart** 2021
- 🔗 **Atm Simulator** Neat, simple, and deployable atm website/system | built w/ **Django, Python, HTML** 2021
- 🔗 **Keyboard Site** Simple E-commerce website | built w/ **HTML, CSS, PHP, MySQL** 2020
- 🔗 **Red Cube** Infinite cube runner game | built w/ **Unity3D, C#** 2017