LINDA NGOC NGUYEN

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EDUCATION

British Columbia Institute of Technology
September 2020 - April 2022

- Full Stack Web Development Diploma (90% Average)
  - Graduated with Distinction

Juno College
July 2020 - September 2020

- Web Development Bootcamp

LANGUAGES & TECHNOLOGIES

HTML, CSS, JavaScript, TypeScript, Python, C#

LIBRARIES & FRAMEWORKS

React, Next.js, Node.js, Express.js, Jest, Tailwind CSS, Unity

TOOLS & PLATFORMS

Git, Heroku, Netlify, ESLint, Figma

WORK EXPERIENCE

Royal Bank of Canada (via Major League Hacking)
Software Engineering Fellow   *May 2022 - August 2022*

- Improved the quality of life and ensure code integrity of the JupyterLab Git extension by implementing bug fixes and enhancements using **GitHub Issues Tracker**, resulting in an improved user experience for application users.
- Collaborated in a small team and implemented components for Git descriptions, multi-file selection, and visualized branch topology using **Python, Typescript, HTML5, CSS3, JavaScript ES6**, and **React** within deadlines.
- Tested and debugged newly implemented code in the JupyterLab Git extension using **Pytest** as the Python test framework and **Playwright** for web testing.

Venture Xperience Protothon
Web Developer   *January 2021 - September 2021*

- Organized the first design-focused virtual hackathon in Western Canada in collaboration with a team of 20 utilizing **Agile Scrum Methodology**. Hackathon had over 300 attendees, 12 sponsors, and 18 panelists worldwide.
- Developed and maintained the website using **HTML5, CSS3, JavaScript ES6, React, Next.js**, and **Tailwind CSS** based on provided prototypes and client specifications while meeting approved deadlines.
- Deployed the website via **GitHub Actions** and **AWS Amplify** to manage the development lifecycle with automated deployments through a CI / CD pipeline while logging bugs in GitHub Issues.

TECHNICAL EXPERIENCE

Abyssal Unity Game – Awarded Best Term Project
Interdisciplinary Student Project   *February 2021 - May 2021*

- Programmed a browser-based 2D Metroidvania platformer game using **C#** in **Unity** to implement AI and animations for characters, enemies, bosses, and environmental triggers using reusable components.
- Coordinated with the design lead to enhance the user experience and user interface by implementing core principles of design and interactive design principles in **Figma** and **Adobe Photoshop**.
- Tested and provided test cases for the game while also identifying areas of improvement regarding quality, sound, graphics, and overall functionality. Documented bugs and enhancements through **Trello** to facilitate clear communication throughout the team using **Agile Scrum Methodology**.

AWARDS

BCIT Innovation Challenge – 2nd Place in Entrepreneurship
BCIT Event   *May 2022*

- Developed a markdown editor that allows for cross-platform collaboration using **Electron**, **TypeScript**, **JavaScript**, and **Vue** in a team of three students and pitched in front of industry professionals and received $1500 in funding.

AYLUS Humanity Hacks - Awarded Best Education Hack
Participant   *December 2021*

- Designed, coded, and deployed a web application through Heroku using **Figma**, **JavaScript (ES6)**, React, **HTML5**, and **CSS3** to provide a free, fun, and accessible learning platform for young children.