

# Justin Nguyen

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## EDUCATION

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### University of Minnesota – Twin Cities

Expected Graduation: May 2026

*Bachelor of Science in Computer Science*

*Minneapolis, MN*

- **Coursework:** Data Structures and Algorithms, Databases, Artificial Intelligence, Computer Architecture, Operating Systems, Computer Graphics, Distributed Systems, Computer Networks, Machine Learning, Statistics, Linear Algebra
- **Achievements:** Dean's List Spring 2024

## TECHNICAL SKILLS

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**Programming Languages:** Java, Python, C, C++, JavaScript, TypeScript, SQL, HTML, SCSS, CSS, Assembly  
**Environments & Frameworks:** Node.js, React, Express.js, Bootstrap, VS Code, Git, GitHub, Unix, IntelliJ, Vim

## WORK EXPERIENCE

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### Teaching Assistant, Computer Architecture

September 2024 – Present

*University of Minnesota, College of Science and Engineering*

*Minneapolis, MN*

- Lead and guided computer architecture labs
- Taught students memory allocation, cache, assembly, architecture, optimizations, machine code, pipelining, ALU, instruction set architecture, Linux, system design, circuits, IEEE 754, I/O, and branch prediction
- Improved network efficiency improving student access to university labs
- Held office hours to support computer science students

### Calibration Analyst Intern

June 2024 – September 2024

*Bio-Techne*

*Minneapolis, MN*

- Performed, maintained, and troubleshooted various medical equipment
- Developed and implemented new lean management processes and standards utilizing technological tools to streamline operations across corporate departments
- Ensured compliance with ISO standards by recalling and issuing calibrated assets, achieving a readiness rate of over 93%
- Applied data analysis techniques to interpret and optimize calibration reports, leveraging statistical methods and software tools
- Collaborated closely with interdisciplinary teams, utilizing strong communication skills to bridge technical and operational requirements

## EXTRACURRICULARS

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### Social Coding

*University of Minnesota*

*Minneapolis, MN*

- Leading a team of students in the development of software
- Experimenting with various technologies
- Designing a marketplace webapp for students to advertise their products (Gopher Goodwill)

## PROJECTS

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Gopher Goodwill — SQL, Bootstrap, SCSS, ExpressJS and NodeJS

Current

- Team of students developing a safe Facebook Marketplace for University Students
- Created routes to various parts of the website
- Implemented Google OAuth for University students
- Utilized Bootstrap with ejs to modularize frontend
- Developed of the database schema for our backend

Earthquake Simulator — Typescript, Javascript, HTML, CSS

November 2024

- Created a map/globe representation of Earth that shows earthquake data
- Linearly interpolated from 2D map to 3D globe
- Calculated surface normals using linear algebra