

Xuan Hy Nguyen

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EXPERIENCE

T-MOBILE | SWE INTERN - PRODUCT & TECHNOLOGY

May 2021 - August 2021 | Boston, MA

- Contributed to the T-Mobile/Sprint Merger by creating a single source of truth for all messages across all brands.
- Established an application for customer contact history to observe 5 types of notification trends and predict/prevent issues.
- Collaborated with 6 other engineers on wireframing and generating the user flow of the overall notification dashboard
- Organized and implemented over 500,000 internal notifications in a search table using React and Material UI.

BOSTON UNIVERSITY SAIL | SOFTWARE ENGINEERING INTERN

May 2020 - May 2021 | Boston, MA

- Augmented a user system API starter with a database administrative system for 10 researchers and businesses.
- Refactored API routes allowing improved modularity and re-usability and decreased over 10% in legacy codebase.
- Implemented NoSQL collections for storing and syncing configured server routes.
- Reduced over 30 project's development cost by streamlining the authentication system.

BOSTON UNIVERSITY | COURSE ASSISTANT

Jan 2020 - May 2021 | Boston, MA

- Taught groups of 20 students in a weekly lab about the fundamentals of data structures and algorithms in Java and Python.
- Described as "funny, and engaging teacher who could simplify everything easily" based on over 300 student surveys.
- Recommended as a reliable mentor/resource by over 40 students in both Java and Python courses.

PROJECTS

BOOKWORM | FOUNDER - TECH LEAD

Sept 2019 - Oct 2020

- Founded and developed a tab management system for students and scholars to research more productively online.
- Led a team of 6 in developing the product and operated closely with teammates as scrum master and team leader.
- Impacted over 100 users who felt an increase in productivity and motivation during user research.
- Awarded Best Idea and Best Design in Innovation Fellowship program among 15 teams and 500 applicants.

MONEYBALL | SOCIAL NETWORK FOR BETS AND CHALLENGES

Jan 2020 - May 2020

- Designed a chat platform that allows groups of 3 or more friends to challenge each other on sports or open topics.
- Managed the backend of the mobile app. Secured user persistent data (images, videos) in Firebase Storage.
- Described as someone who "takes initiative in teamwork and responsibility" by professors and among 5 teammates.

WORLD WAR ANTS | OPEN-SOURCE 2D STRATEGY GAME

May 2018 - Sept 2018

- Educated players the real-life war between unique ant colonies in a 2D based strategy game.
- Designed over 20 different ant classes and traits using Java Object-Oriented Design principles.
- Monitored a group of 20 people in outlining the ant classes and objects. Reviewed over 2000 lines of code to follow OOP.

EDUCATION

BOSTON UNIVERSITY | BA IN COMPUTER SCIENCE

Expected January 2022 | Boston, MA

- Dean's List (All Semesters) • Major GPA: 3.58 / 4.0

SKILLS

Programming Languages:

Python • Java • JavaScript • HTML/CSS

Frameworks:

- React.js • Node • Hapi.js
- Gatsby • JQuery • Material-UI
- Firebase • MongoDB • Android Studio

CLUBS & ACTIVITIES

HackBeanpot

Core Tech Team - EL Lead

Dean's Host

College Representative

CS Ambassador

CS Representative