Logan Nguyen

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EDUCATION

University of Georgia   Athens, GA
B.S in Computer Science   *May 2022*
- Relevant Coursework: Introduction to Computing and Programming, Software Development, Discrete Mathematics, Systems Programming, Intro to Theory of Computing, Data Structures, Computer Architecture Organization, Web Development, Database Management, Mobile Software Development, Computing Ethics and Society, Computer Networks
- GPA: 3.7/4.0

EXPERIENCE

Software Engineer Intern   June 2021 – August 2021
Honeywell   *Atlanta, GA*
- Developed Honeywell's first ever Site Reliability Engineering algorithm to forecast the future volume of influx users
- Used ML and AI applications to develop forecasted data from metrics such as Azure Blob Storage and Prometheus
- Improved Honeywell's site to be 50% more efficient by being able to forecast data up to 15 years in the future

PROJECTS

HelloKitty.moe   April 2021 – April 2021
Lead Web Developer
- Commissioned to develop a cryptocurrency website for a Binance Smart Chain Token called HelloKitty (HKITTY)
- Utilized HTML, CSS, React, and JavaScript principles to construct the website
- Website led the cryptocurrency to hit a peak of 1.3 million market cap within seven hours of its initial launch

www.logannguyen.me   December 2020 – January 2021
Lead Web Developer
- Used Adobe XD to design the website's UX/UI alongside using Bootstrap for the webpage's responsiveness
- Utilized HTML, CSS, and JavaScript to construct the website
- Hosted my personal website via GitHub Pages

Election Bot   September 2020 – October 2020
Co-Python Developer
- Collaborated with a friend to create an election bot that prints out information on congressional districts, previous state elections, and census of all 50 states
- Developed a script to web scrape Wikipedia for general election information since the inception of the US
- Created this bot for a political debate server utilizing the Discord Developer API and running it 24/7 via AWS servers

League of Legends Web Scraper   June 2020 – July 2020
Lead Project Developer
- Programmed a web scraping tool by using the scrapy framework to collect information from League of Legends games
- Scraped over 10,000 games worth of information from a 20-day period from regions such as North America, Europe, and Korea to analyze what characters were played and the win rate for every top 500 players in each region
- Coded this through using the Riot Games API alongside Microsoft Visual Studio Editor and the Python language

SKILLS & INTERESTS

Languages: Java, Python, C++, HTML/CSS, JavaScript, SQL, React
Frameworks: Microsoft Azure, TensorFlow, Django
Developer Tools: Git, Amazon Web Services, VS Code, Visual Studio, Jupiter Notebooks
Libraries: Pandas, NumPy, Matplotlib, Scrapy, Selenium
Interests: Music Production, Guitar Performance, Karaoke, Public Speaking, Artificial Intelligence, Typing (130 WPM)