

TRIET NGUYEN

Undergraduate Student

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OBJECTIVE

Seeking an internship in a challenging software development environment

PROFILE

- Knowledgeable, performance-driven, energetic, and detailed-oriented computer science student who strives to continually obtain deeper knowledge of software and hardware development.
- Rising computer engineering student knowledgeable of various software and database structures applied to problem solving and innovate development in robotics and new technology.

EDUCATION

OREGON STATE UNIVERSITY

CORVALLIS, OR | Sep 2018 – Present

Expected Graduation: Jun 2022

B.S, Electrical and Computer Engineering

Minor: Computer Science

(GPA: 3.86/4.00)

SKILLS

Programming Languages

Arduino (C++)

Bash (UNIX/LINUX)

C Language

FPGA Programming (SystemVerilog)

Python

React Native (JavaScript)

Hardware

Arduino systems

FPGA

Frequency Generator

Oscilloscope

Volt/Amp-Meter Operations

Software and OS

Atom

Adobe Creative Cloud

LTSpice

MobaXterm

ModelSim

Quartus

SolidWorks

Visual Studio

Interests

App development

UI design and development

Power systems engineering

EXTRA-CURRICULAR ACTIVITIES

Robotics Club

Sabin-Schellenberg Skills Center, Clackamas, OR | Sep 2016 – Jun 2018

- Developed robotics parts as a team member.
- Designed and produced robotics parts using SolidWorks, CNC machines, and 3D printers.

Independent Software Design/Development

June 2019 – Current

- Design mobile applications and websites using Adobe Creative Cloud software (Adobe Illustrator, Adobe Photoshop, Adobe XD).
- Develop cross-platform mobile applications using Visual Studio and Expo.
- Apply JavaScript and React Native to enable cross-platform capability.

EXPERIENCE:

Sep 2018 OREGON STATE UNIVERSITY

Current Office Assistant | Corvallis, OR

- Report to building manager on task management.
- Oversee front desk operation while balancing multiple responsibilities simultaneously.
- Perform a variety of office duties with a serious attitude in a professional workspace.

Spring 2019 PIZZA WEBSITE

Product Developer | Corvallis, OR

- Programmed back-end layer using **C++** for a demo website for a pizza restaurant.
- Implemented multiple data structures to store restaurant's and customers' information.
- Analyzed data structures' complexities, runtime.
- Performed testing, debugging of storage features, data path and storage efficiency.
- Identified areas of improvement in capacity, productivity, and in decreasing margins of error.

Fall 2019 DIGITAL DESIGNING

System Designer/Developer | Corvallis, OR

- Designed a multi-input/output system that can be controlled by a NES controller to give output to RGB LEDs, DE10-Lite 7-segment display, VGA output, Audio output (square wave), DC motor (basic motion).
- Programmed the FPGA DE10-Lite by using **Quartus**.
- Tested system's clock cycle in **ModelSim** using **SystemVerilog**.
- The program is loaded onto Intel DE10-Lite System for physical testing.

Fall 2020 FREQUENCY DETECTOR

System Designer/Developer | Corvallis, OR

- Built an FFT system with the **Arduino NANO** using **Arduino IDE** which would sample audio signals from a source and display the detected musical note on 8 different LEDs.
- Calculated, designed, and simulated microphone amplifier circuit with the appropriate gain on **LTSpice**.
- Troubleshoot and diagnosed hardware issues at board level.
- Adjusted analog sampled frequency of the **Arduino NANO** to sample the appropriate number of samples.
- Analyzed collected data on **MATLAB**.

Sep 2020 LOCALBIZ

Current UX Designer, Product Developer | Portland, OR

- Created UX/UI design for an application for local businesses to offer their products/services using **Adobe XD** and **Adobe Illustrator**.
- Developed the application using **JavaScript** and **React Native** for multi-platform capability.
- The application is programmed and debugged on **Visual Studio Code** and tested on Android and IOS using a third-party application Expo.