

# Hieu Nguyen

hieunguyen.0527@gmail.com | [linkedin.com/in/hieutnguyendev](https://www.linkedin.com/in/hieutnguyendev) | (850)-516-7295 | [github.com/hieunguyent12](https://github.com/hieunguyent12)

## EDUCATION

---

**University of Florida, Herbert Wertheim College of Engineering**

*Bachelor of Science, Computer Science*

*Minor, Entrepreneurship*

**Expected Fall 2027**

**Gainesville, FL**

**GPA: 3.98/4.0**

## SKILLS

---

- **Languages:** JavaScript/Typescript, Python, C++, Go, Rust, HTML, CSS, MATLAB, SQL
- **Technologies:** React, Next.js, Node.js, Express.js, FastAPI, Pytorch, Linux CLI, Git, Docker, PostgreSQL, JIRA, Jupyter Notebook, Figma, Postman, Firebase, AWS S3, Cloudflare, Vercel

## EXPERIENCE

---

**Technical Member**

**May 2025 – Present**

*SwampHacks, University of Florida*

**Gainesville, FL**

- Built a hackathon platform supporting 300+ participants using React.js, PostgreSQL and Golang, enabling efficient user and event management for organizers.
- Collaborated in a 4-person team and gained hands-on experience with SQL databases, DevOps, version control, and the software development lifecycle.
- Participated in weekly stand-ups and adhered to Agile methodologies, shipping core features in 2-weeks sprints and using JIRA for project management.

**Student Assistant**

**May 2024 – June 2024**

*Goldberg Gator Engineering Explorers, University of Florida*

**Milton, FL**

- Assisted in teaching engineering fundamentals to a cohort of 10+ high school students using Micro:bits and MakeCode.
- Guided students through coding exercises, troubleshooting technical issues, and reinforcing problem-solving skills.
- Supported program evaluation by distributing, collecting, and documenting daily student surveys for research purposes.

**Undergraduate Researcher**

**August 2024 – Present**

*Prevatt Research Group, University of Florida*

**Gainesville, FL**

- Engineered a machine learning pipeline using PyTorch and Numpy to classify roof types of buildings using 3000+ images from Google Maps API, achieving up to 80% prediction accuracy.
- Gained practical experience in data preprocessing, performance benchmarking and hyperparameter tuning.

**Software Engineer Co-Op**

**January 2026 - Present**

*Collins Aerospace (RTX)*

**Melbourne, FL**

## SOFTWARE PROJECTS

---

**Online Chess Platform**

**May 2024 – August 2024**

- Engineered a full-stack chess platform with real-time multiplayer support using WebSocket and a Rust-based chess engine.
- Designed and implemented a responsive React interface, improving skills in frontend architecture and UI/UX design.
- Deployed the application on a DigitalOcean droplet with Nginx reverse proxy, gaining hands-on experience with DevOps and server management.

**Digits Classifier**

**May 2023 – August 2023**

- Created a desktop application to recognize hand-drawn digits in real time with Python and Pygame, achieving ~95% accuracy.
- Implemented a neural network from scratch using NumPy and calculus techniques, strengthening my foundations in machine learning theory and mathematics.