



OBJECTIVE

To pursue a career that utilizes both technical skills and communicative skills in the broad field of science and technology.

EDUCATION

2004-Present University of California, Irvine Irvine, CA
Master of Science, Computer Science, Interactive and Collaborative Technology

2000-2003 University of La Verne La Verne, CA
Bachelor of Science, Computer Science, Software Concentration

Academic achievements:

- *Magna Cum Laude* (3.78 Cumulative GPA; 4.00 Major GPA)
- Departmental Honors (Computer Science)
- 2 consecutive Computer Science/Engineering Academic Achievement Awards
- Dean's List honoree for 5 semesters

WORK EXPERIENCE

2001-2004 ULV Instructional Technology Center La Verne, CA
Graphic and Web Designer/Coder

- Improved and implemented the ULV's College of Business website (over 5000 visitors since August of 2003)
- Coordinated and assisted in the development and implementation of the ULV Research and Development web server
- Responsible for the design of over 10 academic department websites and 8 faculty websites
- Orchestrated the initiation and training of new employees, faculty members and staff
- Researched existing PHP, HTML, CSS code and heavily modified it to create the ULV Calendar
- Participated in the implementation of the ULV Streaming RealMedia server
- Responsible for troubleshooting and repairing hardware, software, network, and connectivity issues

SUMMARY OF QUALIFICATIONS / RELEVANT SKILLS

Software

- Proficient with Adobe Photoshop, Macromedia Flash MX, Dreamweaver MX, Microsoft FrontPage, TopStyle, Electric Rain Swift3D, various FTP programs, Microsoft Project, Microsoft Visio, Microsoft Office, Flash Communication Server, Adobe Acrobat, Apple QuickTime

Programming Languages

- Knowledge of HTML, CSS, PHP, JavaScript, Java, C++, Macromedia ActionScript (client and server side), and MySQL Database

Operating Systems

- Proficient with all Microsoft Windows OS, DOS OS, and knowledge of the Unix/Linux OS

Languages

- Fluent in English and Vietnamese, basic understanding of Spanish

APPLICABLE TRAINING

- | | |
|---------------------------------------|-----------------------------------|
| ■ Human Computer Interaction | ■ Project Management |
| ■ Project in HCI/UI | ■ Object Oriented Language C++ |
| ■ Ubiquitous Computing Interaction | ■ Java |
| ■ System Artifacts - First Responders | ■ Data Structures |
| ■ Compiler Design | ■ Principles of Computer Networks |
| ■ Programming Language | ■ Local Area Network |
| ■ Automata Theory | ■ Database Management Systems |
| ■ Digital Logic Systems | ■ Operating Systems |

PRESENTATIONS

May 2003	Phu Son Nguyen	<u>ProLecture</u> (FlashComm Server)
April 2003	Phu Son Nguyen, V.J. Walbridge, Alvin Ramosa	<u>eTrax: Equipment Checkout Database</u>
April 2002	Phu Son Nguyen	<u>Automated Robotics</u>