

Michael Nguyen

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EDUCATION

University of California, Irvine

B.S. in Software Engineering

Irvine, CA

Expected June 2027

- GPA: 3.5
- Relevant Coursework: Algorithms, Data Structures, Data Management, Software Design, Systems Programming, Object Oriented Programming

PROJECTS

Sorted | *React, Typescript, Vite, CSS, REST APIs, Git, Cloudflare Pages*

Jun. 2026 – Jul. 2026

- Co-developed an interactive music discovery and ranking web app that fetches live artist discographies via the **Last.fm API**.
- Engineered the core logic and interface for the interactive **"Is On/Sounds Like"** grid game mode, enabling dynamic user interaction and real-time state evaluation.
- Designed and implemented custom, responsive **CSS styling** across the application to deliver an intuitive and visually engaging user experience.
- Utilized **TypeScript** and **Vite** to build type-safe, modular React components, optimizing overall application performance and state management.

Gripple | *JavaScript, HTML, CSS, LocalStorage, Git, Cloudflare Pages*

Dec. 2025 – Jan. 2026

- Co-engineered a daily music-guessing web game, spearheading a **complete architectural refactor** to modularize a 500-line monolithic script into separate, maintainable logic controllers.
- Implemented a **Time-Based Seeding Algorithm** to synchronize daily challenges for all users, ensuring global game-state consistency without a dedicated backend.
- Developed a persistent scoring and streak system using **LocalStorage** to manage user progress and history locally within the browser.
- Collaborated on code reviews and version control via **GitHub** to maintain code quality and UI consistency across a 2-person development team.

Alaris AI | *Python, NumPy, Pandas, YAML, CLI, Git*

Aug. 2025 – Oct. 2025

- Collaborated in an **8-person software team** within a **cross-functional** project (hardware, biology) to develop a prototype glucose monitoring system.
- Engineered a **data normalization pipeline** in **Python** to transform raw biological datasets into standardized, AI-compatible formats.
- Architected a **hierarchical configuration loader** that merges **YAML** and CLI overrides into **Python Dataclasses**, ensuring type-safe system execution and system-wide consistency.
- Facilitated technical communication with external teams to define **data schemas**, ensuring the software infrastructure accurately represented complex physiological metrics.

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, Java, C++, HTML/CSS, GDScript

Frameworks & Libraries: React, Vite, Flask, Tailwind CSS, NumPy, Pandas, REST APIs

Developer Tools: Git/GitHub, Cloudflare Pages, YAML, CLI Development, VS Code, Render, Godot Engine

ACTIVITIES / LEADERSHIP

Hackathons & Game Jams

Sept. 2024 – March 2025

Developer / Participant

- **BeachHacks 8.0:** Developed a Pygame-based simulator in a 24-hour sprint; engineered state-based game logic and dynamic animation sequences in a 4-person team.
- **2024 VGDA Fall Game Jam:** Co-engineered a bullet-hell action game; implemented a **time-based State Machine** for complex boss phases and utilized **vector math** to calculate dynamic projectile trajectories.

Chess Club (Vice President)

Oct. 2020 – May 2023

Cypress High School

- Spearheaded club revival after 7-year hiatus, scaling membership through targeted outreach and developing a structured strategic curriculum for member engagement.