Brian Nguyen

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EXPERIENCE

Ally Bank (contracted through Brooksource) — Costa Mesa, CA (Hybrid)
Software Engineer — January 2024 – Present
- Maintain and enhance a SPA using TypeScript, React, and RESTful backend APIs, assuring scalability and for a system processing **14.6M consumer auto applications**, driving an annual total of **$39.2B consumer origination volume**.
- Design and deploy serverless SPA infrastructure with AWS Lambdas and Terraform for efficiency and reliability.
- Implement backend workflows in Java, integrating with MS Graph API to streamline email handling and automation for **~600 emails daily**. Supported by ECS Fargate clusters with Terraform to ensure reliable infrastructure.
- Own and facilitate change requests for code deployments, supporting end-to-end code releases with validation.

SS&C Technologies, Inc. — New York (Remote)
Software Quality Assurance Engineer Intern — July 2023 – September 2023
- Test software based on Business Analyst's specifications, communicating results to developers through HelpSpot and Email. Shadowed the development of automation testing with Selenium and Chromedriver.
- Ensure software sends and stores data correctly in the backend by executing SQL queries through MS SQL.
- Establish proper web security protocols by carrying out Web Service calls through Fiddler, checking headers/bodies.

UC San Diego: Computer Science & Engineering Department — San Diego, CA
Computer Science Graduate Teaching Assistant — March 2023 – June 2023
- Design and manually grade assignments for an introduction to Java programming course with **150+ students**.
- Facilitate **weekly office hours for 6 hours** to assist students with assignments and **lead bi-weekly 1-hour discussions**.
- Handle logistics for the course: set up autograder to grade the coding assignments, create the midterm and final exam.

Computer Science Tutor — January 2021 – June 2022
- Coordinate the schedules of 24 tutors/TAs and **300+ students** to maximize opportunities for students to get help.
- Review assignments and handle logistics in these classes: Python: Intro to Programming, Discrete Mathematics.
- Support students with their programming homework and overall comprehension of crucial Python concepts.

RESEARCH EXPERIENCE

UC San Diego: Early Research Scholars Program — San Diego, CA
Research Assistant — September 2019 – June 2020
- Lead a group of four students to research and develop a game, using C# and Unity, to help software engineering students stay engaged when learning about application programming.
- Conduct remote surveys to measure engagement, enjoyment, and educational levels of twenty participants learning in a gamified environment.
- **Publish and present a research paper**: [Gamification to Aid the Learning of Test Coverage Concepts](#) at the **IEEE** 32nd Conference on Software Engineering Education and Training (CSEE&T).

PROJECTS

iOS Mobile App Development (Social University Platform) — San Diego, CA
Senior System Analyst — March 2020 – June 2020
- Follow agile software development techniques throughout the project timeline to ensure quality of the application.
- Create **30+ use cases and user stories** to reinforce the purpose of our application and keep track of end user requirements.
- Design and develop the front end of the mobile application with React Native, with Firebase for backend.

EDUCATION

University of California, San Diego — San Diego, CA
Master of Science, Computer Science - Specialization: AI/ML and Software Engineering **GPA: 3.8** — June 2023
Bachelor of Science, Computer Science - Minors: Business and Design **GPA: 3.8** — June 2022

ADDITIONAL INFORMATION

Awards: Provost Honors (Academics), California Legislature Assembly Award for Service
Technical Skills: Proficient – Python • Java • JavaScript • TypeScript • React; Intermediate – C • SQL • HTML/CSS
Tools: AWS • Jira • Postman • Akamai • LaunchDarkly • VS Code • UNIX/Linux • Git • Vim • Microsoft SQL Server • Selenium