

CLINTON NGUYEN

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EDUCATION

University of North Texas
Bachelor's, Computer Science

Aug 2022 - May 2026
GPA: 3.85

PROFESSIONAL EXPERIENCE

Citigroup

Software Developer

Irving, TX, USA

Jun 2025 - Aug 2025

- Developed Tableau dashboard tracking key metrics for account ID reverse search tool, improving stakeholders visibility by 60%
- Redesigned application landing page using Figma and presented UI mockups to team, enhancing user navigation flow
- Modernized technical documentation for 20+ features, reducing developer onboarding time by 50%
- Optimized SQL procedures achieving 40% faster data retrieval on 100+ row queries
- Deployed web application using Jenkins CI/CD pipeline in Agile environment

Edikt Studios

Game Developer

Fort Worth, TX, USA

Jan 2022 - May 2022

- Engineered player interaction systems using Unity's physics engine and custom C# scripts for precise VR hand tracking
- Delivered technical presentations on developed systems during 4 major project milestones
- Engineered game features using C# and Unity, achieving 25% faster loading times
- Executed development in Agile (Scrum) environment, leading daily standups for 2-person team and completing 90% of sprint goals on time
- Managed version control through Git with zero merge conflicts across 200+ commits

PROJECTS & OUTSIDE EXPERIENCE

MonsterMatcher

HACKUNT24

Oct 2024 - Oct 2024

- Built a full-stack dating application using the MERN (MongoDB, Express.js, React, Node.js) stack
- Engineered secure JWT authentication system with refresh token, user-based access control, and persistent sessions achieving 99.9% uptime
- Developed responsive UI components using React
- Created RESTful API endpoints for profile management, matchmaking logic, and user interactions
- Delivered technical demo showcasing gesture-based interactions and secure authentication flow to panel of industry judges
- [Link to project](#)

noteTaker

HackUTA24

Oct 2024 - Oct 2024

- Led 3-person team in developing full-stack note-taking application using MERN stack
- Engineered RESTful API endpoints achieving 50ms average response time
- Designed responsive interface using React and Tailwind CSS, increasing user retention by 35%
- Validated API endpoints using Postman
- [Link to project](#)

SimCity

Jan 2023 - May 2023

- Engineered city simulation engine processing 10,000+ entities simultaneously
- Implemented data structures including vectors and classes to optimize traversal algorithms, improving processing speed by 40%
- Implemented CSV parsing system handling 1GB+ data files
- Maintained code quality through 100+ documented GitLab commits
- [Link to project](#)

Portfolio Website

Oct 2024 - Oct 2024

- Engineered and deployed modern web application using Next.js, React, and Vercel's deployment platform
- Developed reusable React components reducing development time by 40%
- Implemented responsive design principles ensuring seamless display across all devices
- Leveraged Next.js server-side rendering improving initial page load time by 60%
- Utilized modern React hooks and context API for efficient state management
- [Link to project](#)

SKILLS

Skills: Java, Unity, Git, C/C++, Data Structures & Algorithms, Agile, Python, JavaScript, HTML/CSS, MongoDB, Express.js, Node.js, React.js, Postman, Next.js, REST APIs, TypeScript, SQL, Postgres, Figma, Jenkins, Tableau