

# DAI NGUYEN

Burien, WA 98166 | (206) 313-3827 | [nguye339@seattleu.edu](mailto:nguye339@seattleu.edu) | <https://www.linkedin.com/in/dai-nguyen>

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## OBJECTIVE

Seeking an Electrical, Computer, Networking Engineering full-time position or post-graduate internship where I can learn from working professionals, apply my educational accomplishments and add value.

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## EDUCATION

**Bachelor of Science in Electrical Engineering, Computer Engineering Specialization | Seattle University | GPA 3.5 | Jun 2018**

*Coursework: Data Structures & Algorithms, Object Oriented Programming, Computer Systems (OS), Computer Networks, Internet Communication, Microprocessor Designs, Embedded Systems, Semiconductors Devices & Circuits, Signals & Systems Processing*

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## TECHNICAL SKILLS

**Circuit Design and Analysis:** AutoCAD, LTspice, Multisim, LabView, Cypress, Quartus, Modelsim

**Circuit Testing Tools:** Arbitrary Wave Form Generator, Oscilloscope

**Hardware:** Ubiquiti Networks, FPGA, Arduino, Raspberry Pi, XBees

**Networking:** OSI, TCP/IP, WAN/LAN, DNS, P2P, DHCP, VLAN, OSPF, BGP, ICMP

**Operating Systems:** Windows, MacOS, Linux, unRaid, Raspbian

**Programming:** C, C++, C#, Java, JavaScript, Python, MatLab, VHDL

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## EXPERIENCE HIGHLIGHTS

**SEATTLE UNIVERSITY | SEATTLE WA**

**JUN 2017 – AUG 2017**

*Research Assistant*

- Built an image classification algorithm with MatLab and ThingSpeak for IoT application prototype that can aid drivers to find parking spaces.
- Designed and built an Augmented Reality program using Unity and Vuforia, which can help students exploring about it.

**SEATTLE CITY LIGHT | SEATTLE WA**

**MAR 2017 – JUN 2017**

*Electrical Engineering Intern / Technology Innovation*

- Designed, tested, and developed a prototype DC distribution circuit to charge a cellphone from a 6VDC Alkaline battery or 5V USB charger.

**SEATTLE UNIVERSITY | SEATTLE WA**

**JAN 2017 – MAR 2017**

*VHDL Lab Assistance*

- Mentored students on best practices and proven strategies in writing code more efficiently and developing habits, and coding style to standardize project deliverables.
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## PROJECTS

**SENIOR DESIGN PROJECT**

**SEPT 2016 – JUN 2017**

- PACCAR COMPANY - TRACTOR/TRAILER COMMUNICATION PHASE II
  - Worked as a team of 5 people, Liason, and Faculty Advisor to design, test, and build a wireless communication system for a semi-truck's trailer by using Bluetooth, Raspberry Pi 3, and XBee sensors, that can alert truck drivers about their trailer via an Android phone or tablet.

**JUNIOR PROJECT**

**SEPT 2015 – JUN 2016**

- PUPPET DANCING
  - Worked as a team of 3 people, built and tested a PWM circuit on a prototype board to receive PWM signals from a Raspberry Pi 3 that can control four motors' speed independently to create the puppet's body movements.

**C++ PROJECT**

**JAN 2018 – MAR 2018**

- SERVER - CLIENT SOCKING PROGRAMMING GAME
  - Implemented a client-server structure using TCP and Multithreading to handle multiple clients' guessing numbers at the same time and ensure that messages are sent and received correctly.

**PERSONAL PROJECT**

**JAN 2018 – MAR 2018**

- HOME GIGABIT NETWORK, SURVEILLANCE SYSTEM, AND DATA CENTER
  - Designed and built a Gigabit Home Network using Ubiquiti Networks products to handle high demand video streaming and multiple connectivities at the same time.
  - Built a Surveillance System and local Data Center using Ubiquiti Cameras, Ubuntu OS, and unRaid OS, which can run multiple Virtual Machines and Dockers images, to store and process data.