Justin Nguyen

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EXPERIENCE

Software Engineer, IBM – Austin, TX Mar 2026 - Present

- Incoming Software Engineer for Power Systems working on open source Linux Foundation OpenBMC project

Software Engineer, Daikin Applied – Plymouth, MN Aug 2025 – Dec 2025

- Built C++ and Go software on Linux to orchestrate cloud edge devices and scale real-time dataflow for Daikin's Building Management System, driving global rollout to over 30+ contractor partners
- Coordinated design and requirement reviews with architects and cross-functional teams, establishing clear software requirements and fault-tolerance targets using an Agile Scrum methodology
- Engineered a fault-tolerant runtime in C++ with automated retries and recovery loops, reducing runtime communication errors by 28%, improving system reliability and availability.

Software Engineer Intern, Daikin Applied – Plymouth, MN May 2025 – Aug 2025

- Developed essential backend microservices supporting Daikin's core internal infrastructure using C++ and Go, resulting in a 25% decrease in API response time
- Created Python and Bash scripts to reduce CI/CD automated testing times in Microsoft Azure DevOps by 20%
- Implemented a dynamic interface using C++ decreasing software deployment times by 18%
- Resolved 3 major bugs impacting clients using GDB and GTest resulting in a 35% reduction in client complaints

Undergraduate Teaching Assistant, University of Minnesota – Minneapolis, MN Sept 2024 – Dec 2025

- Integrated Docker setups to standardize student computing environments, utilizing Dockerfiles and Devcontainers which resulted in migrating 100% of students from legacy lab computers
- Delivered instruction to 100+ students, guiding students through complex topics such as Assembly and pipelining

PROJECTS

Gopher Fitness Go, SQLite, Redis, React (Native), Expo

- Created an app and site that allows accountable collaborative fitness for university students
- Implemented JWT authorization, database design, REST API endpoints, and requirement gathering.

PeerNet Python, C++, Apache Thrift, NumPy, pandas

- Developed a P2P network using Chord protocol and Thrift RPC to improve load balancing of distributed systems
- Distributed machine learning jobs to 80+ nodes decreasing GPU usage by 80%, reducing training times by 122%

MemoryMosaic, 1st @ MinneHack React, Next.js, JavaScript, Supabase

- Architected an app and website that allows over a 1,000 students to store their memories in a neverending mosaic at the University of Minnesota

Operating System Components C, C++, Go, Linux

- Designed a user level thread library in order to learn about thread implementation and synchronization
- Constructed the Linux Log File System (LogFS) to learn more about operating system design, memory, and disk
- Built lightweight Go containers using Linux namespaces to simulate Docker/Podman isolation

SKILLS

Programming Languages: C, C++, Python, Go, JavaScript, TypeScript, SQL

Technologies: Docker, Git, GDB, Redis, PostgreSQL, SQLite, MySQL, Next.js, Supabase, React, Microsoft DevOps

EDUCATION

University of Minnesota, Twin Cities – BS in Computer Science December 2025