Victor Ngo

0481994099 | tminhngvt1998@gmail.com | Linkedin | Github

EDUCATION

University of Queensland   Brisbane, QLD
Bachelor of Information Technology   *Feb. 2018 – Dec. 2020*

EXPERIENCE

Instructor   May 2019 – Sep 2019
Junior Engineers   *Newmarket, QLD*

- Taught programming to children from elementary school and high school
- Prepared teaching materials for the school term and holiday programs
- Managed classrooms of 10-20 students, and assisted other instructor

R&D Software and Firmware Engineer   Sep 2021 – Now
Agilent Technologies | C#, WPF, .Net Frameworks, MSTest, Moq   *Melbourne, Australia*

- Expanded the functionality and maintained the quality for the software of an infrared imaging instrument
- Collaborated with a team to ensure the project meets the stakeholders deadline and expectation
- Implemented a different scan method to match a new type of sample filter
- Improved various component of the software, including UI, database and image processing

PROJECTS

Vanquish Galactica | *C#, Unity*   May 2021 – May 2021
- 2D top down shooter game inspired by Alien Invaders in Unity and C#
- Manged and led a team of 3 to implement key gameplay mechanics and UI

Lumen x Ombra | *C#, Unity*   May 2021 – May 2021
- 2D Platforming game built using Unity and C#
- Collaborated with a team of 6 to develop platforming levels, UI and sound system

Questionnaire generator | *JavaScript, JQuery, SMART on FHIR, HTML/CSS*   Aug 2020 – Nov 2020
- Developed an EMR plugin for medical workers and patient to better manage questionnaire
- Implemented questionnaire generator and form appearance from FHIR questionnaire format using JQuery
- Format response data in FHIR format to provide in app feedback and further use
- Received positive feedbacks from CSIRO and UQ School of Medicine

Music Streaming Service | *Node.js, MongoDB, Express.js, C++, HTML/CSS*   Aug 2020 – Nov 2020
- Developed a web service using NodeJS, ExpressJS and MongoDB, with Twitch integration
- The website features online chat, Twitch stream integration and a voting system for users to vote on stream audio effects
- Created the front-end using Bootstrap, NodeJS and JQuery
- Implemented the back-end with ExpressJS and MongoDB, hosting on Glitch.io

LibGDX Top-down Game | *Java, LibGDX*   Aug 2019 – Nov 2019
- Applied cellular automata to implement a procedural level generator
- Improved user inventory system to enhance gameplay experience
- Developed multiplayer networking code and created multiplayer lobby system

TECHNICAL SKILLS

Languages: Java, Python, C, C#, SQL, JavaScript, HTML, CSS
Frameworks: WPF, Bootstrap, JQuery, Node.js, Express.js, MongoDB, SMART on FHIR
Unit test frameworks: JUnit, MSTests, Moq, Microsoft Fakes
Developer Tools: Git, Github, Subversion, Docker, VS Code, Visual Studio, IntelliJ, Unity, Trello, Google Colab