

# Victor Ngo

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## EDUCATION

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**University of Queensland**  
*Bachelor of Information Technology*

Brisbane, QLD  
*Feb. 2018 – Dec. 2020*

## EXPERIENCE

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**Instructor**  
*Junior Engineers*

May 2019 – Sep 2019  
*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

## PROJECTS

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**Vanquish Galactica** | *C#, Unity*

May 2021 – May 2021

- 2D top down shooter game inspired by Alien Invaders in Unity and C#
- Managed 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

**Minimum Dominating Set Finder** | *C, OpenMP, OpenMPI*

Aug 2019 – Nov 2019

- Developed a heuristic program to solve the minimum dominating set problem in C
- Used OpenMP and OpenMPI to add multi-threading and multi-processing capability
- Improve runtime by 22%

**LWJGL Top-down Game** | *Java, LibGDX*

Aug 2019 – Nov 2019

- Worked on a hexagon-based layout generator
- Improved player inventory system
- Developed a multiplayer lobby system
- Worked on the game's netcode

## TECHNICAL SKILLS

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**Languages:** Java, Python, C, C#, SQL (Postgres), JavaScript, HTML, CSS

**Frameworks:** Bootstrap, JQuery, Node.js, Express.js, JUnit, MongoDB, SMART on FHIR

**Developer Tools:** Git, Github, Subversion, Docker, VS Code, Visual Studio, IntelliJ, Unity, Trello, Google Colab

**Libraries:** NumPy, OpenMP, OpenMPI, LibGDX