

# 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

**R&D Software and Firmware Engineer, Associate**  
*Agilent Technologies | C#, MSTest, Moq, Microsoft Fakes*

Sep 2021 – Now  
Melbourne, Australia

- Worked on the software/firmware for an infrared imaging instrument
- Improved project code quality by doing refactor of large partial classes
- Expanded project unit test suite to ensure the project meets the quality of industry standards
- Ensured the project meet the goal each sprints

## 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#
- 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

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

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

**Unit test frameworks:** MSTests, Moq, Microsoft Fakes

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

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