

# DANNY NGUYEN

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## PROFILE

Enthusiastic second-year Computer Science student with a solid foundation in software development and a growing interest in building a website. Experienced in both team-based projects and individual coding challenges, showcasing strong problem-solving abilities and adaptability. Proficient in multiple programming languages and familiar with Javascript development practices. Passionate to solve real-world problems and gain hands-on experience in a forward-thinking tech environment.

## PROFESSIONAL EXPERIENCE

### Maples Cafe Website | Junior freelance Web Developer, Internship

March 2024

- Developed a responsive, single-page application (SPA) using **Vue.js** and **JavaScript**, enhancing customer engagement and online presence.
- Integrated a **MySQL** database managed via **PHPMyAdmin** for efficient order, reservation, and feedback handling.
- Designed **RESTful APIs** and implemented **JWT** authentication for secure and seamless frontend-backend communication.
- Ensured cross-browser compatibility and responsive design using **CSS3** and **Bootstrap**, providing a consistent experience across devices and platforms.
- Monitored application performance and user interactions using **Google Analytics** and **Vue Devtools**, providing insights for continuous improvement.

## SKILLS

- Programming: C#, C++, HTML/CSS, JS, Kotlin, Ruby
- Software: Adobe Suite, Microsoft Office Suite, PowerBI, Draw.io, Jira, Slack, Android Studio
- Database: MySQL, MongoDB, MariaDB
- Communication & Interpersonal Skills
- Teamwork: Experienced in collaborative workspace
- Problem-Solving and Critical Thinking
- Time Management and Adaptability

## EDUCATION

### Swinburne University of Technology

*Bachelor of Computer Science (Major: Software Development )*

Melbourne - Australia

2023 - Current

- Cumulative GPA: 3.25/4.0
- Swinburne International Excellence Undergraduate Scholarship
- Relevant Coursework: Object Oriented Programming (C#), Interface Design & Development (JavaScript), Software Development for Mobile (**Kotlin**).

## PROJECTS

### UFO Hunter Game Dev | Ruby

Mar 2023 - May 2023

- Dynamic Object Handling: Implemented classes for game objects (invaders, bullets) with real-time movement, drawing, and collision detection.
- Background, Scoring System: Integrated a scrolling background and a dynamic scoring system with real-time updates based on gameplay and developed mechanisms for handling collisions, triggering explosions.

### Cloud Computing Project

Aug 2023 - Oct 2023

Implemented Scalable AWS-Based Cloud Architecture for a Photo Album Web App

- Designed three-tier architecture integrating AWS Lambda, S3, DynamoDB, CloudFront, SNS, SQS, Rekognition, Elastic Beanstalk, & Route53.
- Ensured automatic media processing, global content delivery, and seamless user experience.

## CERTIFICATE

### Responsive Web Design | FreeCodeCamp

August - 2021

Certified by Quincy Larson