

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

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.

[Jung Talents](#) | Software Engineer

July 2024

- Engaged in the [PTE Master](#) project by harnessing **Angular.js**, **.NET**, **MySQL**, and **AWS**. Primarily focused on elevating search functionalities and refining course recommendation systems, resulting in a more user-friendly platform.
- Working with the **Scrum Agile** framework to drive continuous development while ensuring high-quality product outcomes.
- Collaborating with different teams to develop **.NET MVC** models and deploy in **Docker** project. Organizing code reviews and communication between each team member to ensure to meet project's requirement and coding's best practice and standard.

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

Melbourne - Australia

Bachelor of Computer Science (Major: Software Development)

2023 - Current

- 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