

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 Information Management. Experienced in both team-based projects and troubleshooting IT issues, showcasing strong problem-solving abilities and adaptability. Proficient in multiple programming languages and familiar with Javascript development practices. Passionate to solve real-world problems, streamline business activity and gain hands-on experience in a forward-thinking tech environment.

PROFESSIONAL EXPERIENCE

[Jung Talents](#) | *Software Engineer Internship*

Dec 2023 - Feb 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.

[Maples Cafe Website](#) | *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 orders, job application, and customer feedback.

EDUCATION

Swinburne University of Technology

Melbourne - Australia

Bachelor of Computer Science (Major: Software Development)

2023 - Current

- Swinburne International Excellence Undergraduate Scholarship
- Relevant Coursework: Cloud Computing Architecture (AWS), Data Structure and Patterns (C#), Interface Design & Development (VueJS), 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.

SKILLS

- Programming: Java, .NET, HTML, JS, Kotlin, Ruby
- Software: Adobe Suite, Microsoft Office Suite, PowerBI, Draw.io, Jira, Slack, Android Studio
- Cloud Technologies: AWS (Lambda, S3, DynamoDB)
- Communication & Interpersonal Skills
- Teamwork: Experienced in collaborative workspace
- Problem-Solving and Critical Thinking
- Information Management and Adaptability

CERTIFICATE

[Responsive Web Design](#) | FreeCodeCamp

August - 2021

Certified by Quincy Larson