Dan Ngo

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SUMMARY

Second year, first semester Computer Science student at Swinburne University of Technology. Disciplined and dedicated person seeking internship opportunities in Front End Development with detail-oriented, fast adaptation and open-minded working ethics.

EDUCATION

Swinburne University of Technology   **Hawthorn, VIC 3122**

Bachelor of Computer Science (Major: Software Development & Data Science)   Feb 2023 - Dec 2025

- o **GPA:** 3.625/4.00
- o **Related Coursework:** Web Development, Data Structures & Algorithms, Objects-Oriented Programming, Procedural Programming, Database Design, Cloud Computing, Computer System, Network and Switching.

PROJECTS

Portfolio Website: danngo.space   Nov 2023 – Present

- A developing personal website currently using React.js and Sass for Front End.
- Soon to start the deployment of Back End, Database and Mobile version.

LeetCode Profile: leetcode.com/DanNgo04   Mar 2024 - Present

- Utilising JavaScript to solve Easy and Medium problems.

C# OOP Custom Program: Single-Player Game   23rd Oct 2023 – 5th Nov 2023
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- A simple game using C#, SplashKit library and Object-Oriented Programming design principles.
- Included writing NUnit tests throughout the semester.

MySQL/MongoDB Database Design   23rd Oct 2023 – 6th Nov 2023
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- Designed a simple MySQL Database and migrated it to MongoDB for research/comparisons.

Website Designing - Team Project   Mar 2023 – Jun 2023

Team member/leader.   Swinburne University of Technology

- Part 1: Front End Design
    - o Collaborated on Front End design using HTML, CSS, and GitHub for communication.
- Part 2: Back End Design
    - o Led Back End development using PHP and MySQL for the existing Front End interface.

Ruby Custom Program: Music Player   29th May 2023 – 4th Jun 2023
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- Created a GUI Music Player using Ruby and Gosu library, following procedural programming paradigm.

SKILLS

Programming: HTML/CSS/JavaScript, React.js, Sass, C#, Ruby, Python.

Database: MySQL, MongoDB.

Cloud Computing: Amazon Web Services (AWS).

Miscellaneous: User Experience (UX) Design, Teamwork, Public Speaking, Leadership.

Tools: Visual Studio Community/Code, Git/GitHub, MySQL Workbench, MongoDBCompass, AWS, Figma, KNIME, Agile, Jira, Confluence.