

Dan Ngo

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SUMMARY

Second year, second 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

- **GPA:** 3.58/4.00
- **Related Coursework:** Web Development, Android Development, Data Structures & Algorithms, Object-Oriented Programming, Machine Learning, Database Design, Cloud Computing, Computer System, Computer Networking.

PROJECTS

Portfolio Website: [danngo.space](#)

Nov 2023 – Present

- A full-stack MERN application serves as my portfolio website with basic functionalities such as Log In/Sign Up using Firebase Auth API, like & comment for my project articles, etc.

Tic Tac Toe Android Game in Java

21st Jun 2024 – 25th Jun 2024

CS50x (Harvard's Introduction to Computer Science)

- A 2-player Tic Tac Toe game developed on Android OS using Java for CS50x's Final Project.

Data Cleaning and Analytics in Knime

3rd May 2024 – 10th May 2024

Swinburne University of Technology

- A Data Science Project includes data cleaning and modelling for prediction.
- Given 100,000 entries of "dirty data", the goal is to clean the dataset so that it can be used for predicting using Naïve Bayes and Random Forrest training models.

C# OOP Custom Program: Single-Player Game

23rd Oct 2023 – 5th Nov 2023

Swinburne University of Technology

- A simple game using C#, SplashKit library and Object-Oriented Programming design principles.
- Included writing NUnit tests throughout the semester.

SKILLS

Programming: React.js, Tailwind CSS, Express.js, Java, Kotlin, C#, C++, Flask, C, Ruby.

Database: MySQL, MongoDB.

Tools: Visual Studio Community/Code, Git/GitHub, MySQL Workbench, MongoDB Compass, Firebase, AWS, Android Studio, Docker, IntelliJ, Figma, KNIME, Agile, Jira, Confluence.

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

REFERENCES

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Software Engineer at [Onset Design](#)

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