

Quoc Huy Pham

<https://fozzzyishere.github.io/portfolio>
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Fairfield West, NSW

WORK EXPERIENCE

Solutions 8 Cabramatta

June 2023 - Now

IT support/Sale assistant

Cabramatta, NSW

- Maintaining and repairing computer hardware, software and networking for individuals and small businesses.
- Although starting within a few months, I have gained the trust of local businesses and customers:
 - Average rating increased from 4.4 to 4.6.
 - Increased store's professionalism with customers and other small businesses.

EDUCATION

Macquarie University

February 2021 – Feb 2022

Diploma of Information Technology

Sydney, NSW

Macquarie University

February 2022 – May 2025

Bachelor of Engineering (Honours) with a specialisation in Software Engineering

Sydney, NSW

- Former participant in Macquarie Gaming Society's annual gaming competition
- Former member of Macquarie Japanese Society

Projects

Unity game: Escape the Forest

A very basic demo I made during my Introduction to Game Development course which taught me the basics of game making and utilising the Unity Engine.

- Technology used: Unity game Engine, C#
- Goal: learn the basics of game development and utilise Unity Engine

JobScheduler: client-side job scheduling in Distributed systems

JobScheduler is a basic CLI application that automatically schedules jobs assigned to it. This was the major project for my Distributed System course that I did in my third year that taught me the basics of schedulers algorithms in Distributed Systems.

- Technology used: Java, Linux (Virtual Machine)
- Goal: learn about scheduling in Distributed Systems

Weather Data Analysis

A small little MATLAB CLI project that I did in my Scientific Computing course is Weather Data Analysis. It was a very basic MATLAB project that taught me the basics of data cleaning and manipulation using MATLAB.

- Technology used: MATLAB, Excel
- Goal: learn about data processing and analyzing

Marble Machine

A medium-sized project where I, as a part of the communication team, wrote and managed embedded software to make electric components inside a Rube Goldberg Marble machine work as intended.

- Technology used: C++, Arduino Scripting
- Goal: learn basic soft skills in working as a team alongside basic Embedded Arduino Scripting

VivaMQ

A web application project to process a written assignment and generate viva questions that help tutors grade their students and create marking guidelines templates. All are powered by AI (GPT). I was a front-end developer and technical lead for the front-end team of the project.

- Technology used: Next.js, Typescript, Tailwind, Zustand and shadcn
- Goal: learn about front-end development and modern technology that are currently being used in the market

SKILLS & INTERESTS

Skills:

- Intermediate in Java OOP programming.
- Basic Algorithm and Data structures knowledge.
- Intermediate in HTML/CSS.
- Basic understanding of JavaScript, C and Scala.
- Basic understanding of React Native.
- Basic understanding of Next.js + React.
- Basic remote desktop support on Windows.
- Intermediate knowledge of Windows and Linux operating systems.
- Bilingual: Vietnamese and English.
- Patience and perseverance.
- Learning agility.
- Conflict resolution.
- Attention to detail.