Duc Ha

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LinkedIn: /in/ducmha GitHub: https://github.com/GitAYYYer

Education:

• Sunshine College (2012 – 2017)

• RMIT University: Bachelor of Software Engineering (2018 – Current)

o **GPA:** 3.6/4.0 (Average as of December 2020)

Personal Projects (Available on GitHub):

- Incremental Game: A browser game *created with HTML5, CSS and JavaScript*. Done in collaboration as a two-member team, purely as a passion project.
- Go Guessing Game: A text-based game created with the Go programming language. Done
 primarily to better grasp and learn the Go programming language, but also as a passion
 project.
- **ARAM Runes Assistant:** Terminal application created with *Python*. Opens to the website 'Mobafire' in Chrome to assist with the game 'League of Legends'.

Employment History:

- IGA Supa Morgans 2015
- Rice Workshop Highpoint Kitchen Hand (2018 2019)
- NAB Intern Software Engineer (July 2019 December 2020)

Volunteer Work:

- **Tutoring:** I had done tutoring for 3 primary school kids in 2017. I was responsible for teaching basic English and mathematics.
- **CSIT Society Event Officer:** I was formerly an event officer for the RMIT CSIT Society. I was responsible for general help with setting up events, such as planning or acquiring any necessary materials.

Software Engineering Skills:

- Proficient With: Java, Spring Framework, Python, Javascript, ReactJS Framework, NodeJS, HTML/CSS, Maven, SQL, Git, Scrum Process
- Experienced With: AWS EC2, Jenkins, PHP, Azure DB, Go, C++