

# LEO NGUYEN

Adelaide SA, 5000

Australian Citizen with full working rights

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Personal Website: <https://leo-portfolio-two.vercel.app/>

## Education

### University of Adelaide

Feb. 2022 – Sep 2025

*Bachelor of Computer Science (Cybersecurity) (6/7 GPA)*

*Adelaide, SA*

## Experience

### Joint DSTG and University of Adelaide Summer Program

November 2024 – February 2025

*Cyber Research Intern*

*Adelaide, SA*

- Accepted in a Defence funded Cyber Summer Program to conduct research on Radio Control Link Analysis and Manipulation
- Leveraged SDRs to identify and analyse frequency ranges of remote control surface vehicles
- Developed automated signal detection using GNU Radio and implemented demodulation algorithms in C++
- Researched vulnerabilities in UAV communication protocols and proposed security enhancements to mitigate potential exploits

## Projects

### Availability Calendar SaaS - Frontend Developer | *JavaScript, React, TailwindCSS*

July 2025 - Present

- Developed a responsive landing page and dashboard using React with TailwindCSS for modern UI styling and routing
- Collaborated with a team to align frontend design with backend functionality and ensure consistent standards
- Implemented Google OAuth authentication for secure and seamless user login

### SecuFlow Miner - Fullstack Developer | *Python, Kotlin, JavaScript, HTML & CSS*

August 2024

- Worked in a team to design and implement a git repository mining tool to extract software security insights
- Created Kotlin scripts to extract data from git repositories and utilized the NetworkX Python library to generate visual graph representations to analyse user contributions
- Developed a dashboard to display graphs using JavaScript and general website design with HTML and CSS
- Applied agile development to successfully execute and complete each phase of the implementation process, as well as general SWE practices

### Collaborative VR Game Development - Lead Programmer | *C#, Unity*

August 2023

- Learnt to work with a group in a simulated work environment in game industry
- Performed collaboratively within group of various roles to produce large scale VR game
- Utilized the layout editor to create a UI for the application in order to allow different scenes to interact with each other
- Communicated concisely with team members with weekly meetings and addressing requirements
- Learnt common game design standards and VR paradigms to maximize user experience

## Technical Skills

**Languages:** C++, C, Python, JavaScript

**Developer Tools:** VS Code, Visual Studio, PyCharm

**Technologies/Frameworks:** Windows, Ubuntu, Kali Linux, GitHub, React, TailwindCSS

## Volunteer / Extracurricular

### Locked Shields Partner Run 2025

April 2025

*Participant*

*NATO CCDCOE*

- Participated in a 3-day, 27-hour cyber defense exercise
- Contributed to 5G Networks team, utilizing open-source tools such as Open5G and UERANSIM
- Monitored and analysed system logs to detect potential security incidents and malicious activity
- Collaborated with security team to mitigate Red Team exploits, strengthening detection and response capabilities

### Adelaide University Volleyball Club

Summer 2022 – Present

*Comitee*

*University of Adelaide*

- Attending weekly social volleyball sessions to help set up nets and manage player experience
- Underwent training 2 times a week and played in division 5 state league

### Computer Science Club

Autumn 2025 – Present

*Open Source Contributor*

*University of Adelaide*

- Contributing to a Voxel Game Engine Project using OpenGL
- Attending monthly meetings discussing issues on various projects