

LEO NGUYEN

Adelaide SA, 5000

Australian Citizen with full working rights

📞 (+61) 431-416-580 📩 leo.nguyen@hotmail.com.au 💬 linkedin.com/in/Leo 💬 github.com/Green-Chilley

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

Education

University of Adelaide

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

Feb. 2022 – Sep 2025

Adelaide, SA

Experience

Joint DSTG and University of Adelaide Summer Program

November 2024 – February 2025

Adelaide, SA

Cyber Research Intern

- 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