

NGOC QUYNH HUONG

TRAN (JENNY)

Software Design Student



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Website/Portfolio

sdfhskfj.ie

ABOUT

- Responsible and self-assured individual.
- Strong communication skills.
- Dedicated to achieving tangible results and fostering cooperation, quick learner, proactive, and excited to collaborate.
- Capable of working with clients to determine requirements and provide excellent service.
- Detail-oriented and meticulous decision-maker, adept at managing orders, and work life balance.
- Flexible with work shift hours.
- Highly engaged in IT-related activities and willing to invest considerable time in learning and practicing coding languages.

SKILLS & QUALITIES

Teamwork skills

IT Skills: High Proficiency in MS Office

Coding experience

Hardworking Mentality

High Communication Skills

Problem Solving

Multilingual

Retail skills and marketing

Java, Python, HTML, CSS, Javascript, C#, C++

Game Development and Design (Unity)

VR/AR

Sketch and Editing Skills

English	<div></div>
German	<div></div>
Vietnamese	<div></div>
Korean	<div></div>

**ACHIEVEMENTS****2012**

First prize for District Level in Information Technology FOR KIDS' competition in primary school in Vietnam.

**2017**

In **May**: Third Prize in TO BE A WANDERLUST National Competition in Vietnam

**Late 2017**: Third Prize in Red Scarf Magazine State Competition in Vietnam.

**2020**

The Sigma Math Competition at Our Lady's Bower Secondary School

**2023**

Best Design Communication Graphics Project.

**2024**

**Feb**: Received Ericsson Summer Internship for 2025.

**May**: Received the National Student Award for highest mark in Design Communication and Graphics Leaving Cert Subject in All Ireland by Technoteachers.

EDUCATION

Bachelor of Science: Software Design with Virtual Reality and Gaming (Hons)

2023-2027

Technological University of the Shannon: Midlands

Apply principles like modularity and abstraction to VR and gaming systems. Master gameplay mechanics, level design, and player engagement. Understand VR hardware/software and best practices for immersive experiences. Learn 3D rendering, animation, and optimization techniques. Create realistic interactions with physics engines. Enhance immersion with spatial audio and sound effects. Build multiplayer experiences with networking protocols. Iterate designs based on user feedback with rapid prototyping. Address ethical implications of VR and gaming design.

EXPERIENCE

Infuse & Hackathon Program

July-August 2022

Ericsson, Ireland

Participated in individual and teamwork program and learned about IT, software design and Python languages.

Galway Game Jam

25 November 2023

Portershed, Co. Galway

Participated in teams with other members to create a simple game. Discuss and learn basic Unity with C#, Krita for graphics, problem solving and self improvements. Upload game draft onto itch.io (Game name: Umbrella Lad)

Coder and Animator

January - August 2024

Infinite Kidz Start Up

Joined a start up of a friend who was looking for volunteer participants interested in creating children's educational games. Creating digital graphics and animations as well as some coding on Unity Engine using C#. Developing a game called Whisker Adventure and uploaded the game draft version onto itch.io. There is also developing version on Play Store.

Pro-a-thon Competition

May 2024

International/Online (Indonesia based)

Participated in a team competition about Education and Technology for the Disabilities. The project is to create a prototype and design for an app/website and come up with solutions about how to enhance education for people who needs extra help.

Short Advanced Program: RUNEU Drawing and Technology: Cultural Heritage Edition

15 -20 June 2024

TUS Limerick School of Arts and Design, Ireland

A week of experience and dwell into the combination of arts and technology. Understanding the cultural difference and adapt in digital form (Augmented Reality Art)

Nasa Space Apps Challenge-Hackathon

04 -06 Oct 2024

TUS Athlone, Ireland

Participated in teams for a 48 Hours coding sessions and web design about Exoplanets.

Ericsson Internship (Coming Up)

03 June - 29 Aug 2025

Ericsson Athlone, Ireland

Received offer from Ericsson to work as a full time intern in summer 2025.

OTHER EXPERIENCE

Sales Assistant

Burgess Department Store

(Work Experience on Occasional Basis)

Help with the sale experience, understand customer needs, sale etiquette

June -  
September 2023,  
December 2023 -

Content Uploader and Creator

Burgess Department Store

Work experience with helping with uploading contents about the products on the shop's websites.  
Design and edit layout of the websites. Create a better marketing for the shops.

October 2023 -

MPC TV Training

Colaiste Chiaran

Participated in Westmeath Volunteer Events. Training in video and photography editing. Helps improve editing skills in technology.

19 November 2023

Asian Society -Vice President

TUS Athlone, Ireland

Become a Vice President for college society and organise events that celebrate Asian Culture.

08 Oct 2024 - now

Study In Athlone Videos

Athlone.ie website - About "Study in Athlone"

Get casted in a video advertising Athlone and its educational opportunities.

18 December 2024