

Khoa Nguyen An

SOFTWARE ENGINEER · HONOURS DEGREE · MONASH UNIVERSITY

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"There's a risk in everything. Be brave. Make yourself proud. Do it anyway"

Objective

My name is **Khoa Nguyen An**. I'm a Honor Software Engineering sophomore at **Monash University** with enthusiasm for building apps and algorithm applications. Besides my school works, I also work on solving Data structures and Algorithms problems.

My goal is to be an excellent software engineer in the future, create wonderful applications that make people life better. Now, I am looking for internship to apply my knowledge and create a website/web application.

Skill

Programming	HTML/CSS/JavaScript · Nodejs · TypeScript · SASS · C/C++ · Python · Java · Swift
Stack	Git/GitLab · Bootstrap · MongoDB · SQL · Xcode
Framework	React · Express · Angular
Soft skills	Problem Solving, Leadership, Data structures, Object-Oriented Programming, Agile Methodologies (Scum), English - IELTS 6.5, Chess

Education

Monash University

HONOURS DEGREE OF ENGINEERING, SOFTWARE MAJOR

Melbourne, AU

Nov 2020 - Nov 2024

- Cumulative Average: 84%
- GPA: 3.5 / 4.0

Experience

Codelynx

SOFTWARE ENGINEER INTERN

Dec. 2021 - Feb. 2022

- Working with MERN (MongoDB, Express, React and Nodejs)
- Deploy the web/web app by Terraform + AWS

Phenikaa Mass

FRONT END DEVELOPER INTERN

July. 2021 - Sep. 2021

- Despite having just studied the first semester at University, I was very lucky to be a Phenikaa Mass's member as a front end developer. From here, I've learnt a lot about the web development, scrum process and the way to design and create a Web application using **Angular and libraries** such as Material-UI for building an employee management website.

PARTICIPANT

- Develop skills in competitive programming
- Coach and support other students in learning

Projects

Chemistree - A dating IOS App for tree lovers (Work in process)

DEVELOPER

- Developing an **IOS app via XCode** that would bring everyone around the world close to each other by sharing a same favourite tree.
- Using this app, people can **post photo of the trees** they like and anyone who think alike can organize a **meetup at that location**. The purpose of this app is getting people to hang out and having fun with their favorite trees

The Accessible Food Widget

DEVELOPER

- Worked in a small team of 3 + 1 **Scrum** master within a Scrum environment to develop an web application for finding foods nearby you (**using MapBox and Geopify API**) and experienced deeply in **HTML, CSS and Javascript**
- <https://github.com/KhoaNguyenAn/The-Accessible-Food-Widget>

Dark Souls III Game (“Rogue-like” game)

DEVELOPER

- Design the system of the game by applying many **key concepts of OOP**, design patterns, good design software, reduce dependency. Follow deeply many important principles such as **SOLID principles** and apply **Dependency Injection** to loose coupling between components.
- <https://github.com/KhoaNguyenAn/DarkSoulsIIIGame>

Achievements

- *Monash Engineering International Undergraduate Excellence Scholarship*
- *Engineering Dean's Honour List of Monash University 2021*
- *Honorable Mention at The 2021 ICPC South Pacific Regional Contest Divisional*
- *First place in Monash Competitive Programming Club 2021 (MCPC)*
- *Third prize at HCMC Excellent student Contest in Informatics (Academic Year 2019 – 2020)*
- *First place in Informatic summer camp organized by Le Quy Don Vung Tau High School*
- *Consolation Prize at Ho Chi Minh City Youth Informatics Contest 2017*