

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 am an Honor student Software Engineer in my penultimate year at **Monash University**, with the enthusiasm for native/web development and algorithmic applications. **My goal** is to become an excellent software engineer, who creates meaningful applications that transform the way we live our lives.

Skill

Languages	HTML/CSS/JavaScript · TypeScript · SASS · C/C++ · Python · Java · Swift
Frameworks	React · Express · Angular · Vue · Vuetify · Node.js · Bootstrap
Cloud	AWS
Databases	SQL · NoSQL · MongoDB
Version Controls	GitLab
Soft skills	Project Management (Agile Methodologies: Scrum) · Linux CLI · Test Driven Development (TDD)

Education

Monash University – Bachelor of Software Engineering (Honours)

Nov 2020–Nov 2024

Noticeable academic results:

- Cumulative Average: 80.9%
- GPA: 3.3 / 4.0
- FIT2004: Algorithms and data structures – **90 HD**
- MAT1830: Discrete mathematics for Computer Science – **95 HD**
- FIT3155: Advanced data structures and algorithms – **98 HD**

Experience

Associate Software Engineer – WiseTech Global

Jan2023–Now

- Rotation 1: Construct a modern UI components library to be used internally
- Rotation 2: Migrate the existing Angular and ASP.Net infrastructure to Vue 3 and ASP.Net to improve efficiency. This project involves automating the communications between clients, consolidators, and freight forwarders

Code Camp – Teaching Assistant/ Head Teacher

Aug2022–Oct2022

- Deliver lessons to a class size of 25 kids
- Coding contents include: web development (Javascript, CSS, HTML), game development, YouTube video production

Monash University – Department of Human-Centered Computing – Research Assistant

Jun 2022 –July 2022

Project - Support Document Annotation

- Look at decision report, finding paragraphs where they witnesses were mentioned
- Make Heuristic rules
- Generate training and testing data, work out feature representation (using Bag of N-gram)
- Use Multinomial Naïve Bayes to train

Codelynx - Software Engineering Intern

Dec 2021 – Feb 2022

- Responsible for full-stack development
- Develop a recruiting platform for professional networking and career advertisement (targeting: job seekers and talent acquisitions)
- Deploy the application with Terraform and AWS
- Technologies: MERN (MongoDB, Express, React and Nodejs), Terraform, AWS, Scrum methodology

Phenikaa Mass – Software Engineering Intern

July 2021 – Sep 2021

- Responsible for front-end development
- Work on an employee management website
- Collaborate closely with UI/UX team that tailors to client's requirements for Usability testing
- Make use of Postman for API testing to back-end server
- Technologies: Angular, Postman, Tailwind CSS, Scrum methodology

Highschool Informatics Olympiad Team – Team Member

July 2017 – Sep 2020

- Develop skills in competitive programming (Algorithms and Data structures)
 - Coach and support other students in learning
 - Technologies: C++, Algorithm applications (Dynamic Programming, Graph, Binary Tree, Segment Tree, Fenwick Tree, Trie, Divide and Conquer, Network Flow, Hash Table, Bit Manipulation, Matrix Multiplication to optimise time constraints)
- https://codeforces.com/profile/_Kamikaze

Projects (Software Developer)

Chemistree – A dating iOS App for tree lovers

- Develop an iOS app via XCode that serves the purpose of healthy recreation
 - Aim to bring tree lovers together as they share same interest in any types of flora and fauna
 - Users post photos of their favorite tree, and those who think alike can organize a meetup at that location on map
 - Technologies: Swift - XCode, Firebase, Google Direction API
- <https://github.com/KhoaNguyenAn/Chemistree>

The Accessible Food Widget

- Worked in a small team of 3 + 1 Scrum master within a Scrum environment
 - Develop a web application to scan for food stores within proximity
 - Technologies: HTML/CSS/JavaScript, Mapbox and Geopify API
- <https://github.com/KhoaNguyenAn/The-Accessible-Food-Widget>

Dark Souls III Game ("Rogue-like" game)

- Design a 2D action role-playing game played in a third-person perspective
 - Place high values on good software design and practices
 - Follow key concepts of OOP: SOLID principles, Design patterns, Dependency Injection (loose coupling between components)
 - Technologies: Java, UML Diagram
- <https://github.com/KhoaNguyenAn/DarkSoulsIIIGame>

Achievements

- Monash Winter Vacation Research Scholarship – Department of Information Technology (2023)
- Monash Winter Vacation Research Scholarship – Department of Human-Centered Computing (2022)
- Monash Engineering International Undergraduate Excellence Scholarship (2021)
- Engineering Dean's Honor List of Monash University (2021)
- Honorable Mention at the 2021 ICPC South Pacific Regional Contest Divisional (2021)
- First place in Monash Competitive Programming Club 2021 (MCPC) (2021)
- 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 (2017)
- Consolation Prize at Ho Chi Minh City Youth Informatics Contest (2017)