

# 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 create meaningful applications that transform the way we live our lives. I am looking for an internship to apply the theoretical knowledge and expand my industry experiences within the field of software development.

## 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: 3.2 / 4.0
- FIT2004: Algorithms and data structures – **90 HD**
- MAT1830: Discrete mathematics for Computer Science – **95 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 lesson plans to a class of 25 students
- Deliver contents include coding and technology knowledges (Web development, Game development, YouTube video production, stop-motion animation)

### 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)**

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### **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**

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- 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)