

Khoa Nguyen An

SOFTWARE ENGINEER · HONOURS DEGREE · MONASH UNIVERSITY

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

Objective

My name is **Khoa Nguyen An**. I am an Honor student Software Engineer in my **final year** at **Monash University**, with an enthusiasm for native/web development and algorithmic applications. As a Software Engineer, my career objective is to become a proficient Full Stack Engineer and gain expertise in both front-end and back-end development. With this foundation, I aspire to progress into a management role, such as a **Team Lead**, where I can lead teams to create applications that have a significant impact on people's lives. Ultimately, my goal is to become a **visionary leader** who can bring together the best minds to create technology that **revolutionizes** the world we live in, making it a better place for everyone. I believe that technology has the power to make the world a better place, and I want to be at the forefront of this movement.

Skill

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

Education

Monash University – Bachelor of Software Engineering (Honours)

Nov 2020 - Nov 2024

Noticeable academic results:

- Cumulative Average: 83.9%
- GPA: 3.5 / 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

WiseTech Global – Software Engineer

Jan2023 – May 2024

- Construct a modern UI components library to be used internally using Vue 3
- Using C# / .NET and TypeScript to elevate the automation of CargoWise One, Australia's premier freight shipping and logistics software, while mastering the intricate logic of container flow within facilities.

Monash University – Department of Information Technology – Research Assistant

Jun 2022 - July 2022

Project - Dynamic Query Generation based on Situation Inference and Transitions for IoT

- Developed the dashboard of the project using React and Firebase to facilitate the input of data and details pertaining to the IoT Systems hierarchy.
- This encompasses the spectrum from high-level to low-level design of IoT SySml, incorporating applications, devices, sensors, situations, and more. Notably, users can input and review the situation matrix for each sensor, with the option to update it in the database.

Code Camp – Teaching Assistant/ Head Teacher

Aug2022 - Oct 2022

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

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 algorithms
- 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 (SoftwareDeveloper)

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 the same interest in any type of flora and fauna
- Users post photos of their favorite tree, and those who think alike can organize a meetup at that location on the map
- Technologies: Swift - XCode, Firebase, Google Direction API

<https://github.com/KhoaNguyenAn/Chemistree>

The Universal Book – A Digital Hub for book lovers (In progress)

- Working in a team to develop a digital book platform designed to create a global community for book enthusiasts. Inspired by the success of Netflix, this project aims to become a hub where users can share insights, discuss literature, and discover new books based on collective wisdom.

- Technologies: React, Nodejs, PostgreSQL, Docker
- Product demo website: <https://imaginative-kheer-fdbb08.netlify.app>
<https://github.com/Linh-Doan/UniversalBook-Frontend>

VSCode Fuzzy search – A VSCode Extension for Developer (In progress)

- Working in a team to develop a published Visual Studio Code Extension that allows developers to efficiently search their codebase using Fuzzy search (Search for text that matches a term closely instead of exactly) and various other search methods
- Technologies: Typescript, Test Driven Development
- Product demo video: <https://www.youtube.com/watch?v=HZo5Jw-a7aA>
- github.com/VSCoDe-Fuzzy-Search/SearchMaster

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

- Engineering Dean’s Honor List of Monash University (2023)
- 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)