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 final year at **Monash University,** with an 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++ · C# · Python · Java · Swift
Frameworks	React · Express · Angular · Vue · Vuetify · Node.js · Bootstrap · Dotnet
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: 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

Software Engineer (Mid-level) – WiseTech Global   Jan2023-May2024

· 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 IoTSystems hierarchy.
- This encompasses the spectrum from high-level to low-level design of IoTSySml, 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–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 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 (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 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)