My personal profile for part 1 in assignment 2

1. Team name: Group 14

2. Personal information (This will be putted on About us part on website )

My name is Nguyen Minh Nguyen, and my student number is s3927220 and I live in Ho Chi Minh city. This is my first semester at RMIT university. Because of this, I’m really looking forward to be able to learn new things and have new experience at this school in the next 4 years. I love to learn new things related to computer, in both hardware and software, and it would be even better if I can apply what I learn to real-world situation. I also usually go to the Youtube media platform to watch videos and play badminton whenever possible. I’m currently a member of Group 14, and since I have had no IT experience before in working in these kinds of projects, so I’m both nervous and excited about the final result. However, I personally think that this is a great opportunity to learn new things and to be at first step towards my future career.

3. Team profile (my test outcome)

Myers-Briggs Test results: logistician

Online learning style test: auditory 35%, Visual 30%, Tactile: 35%

### Big five personality: openness 33%, Conscientiousness 48 %, extraversion 19%, agreeableness 67%, neuroticism 56%

### These test result might be different in how I really work in the real life, but I will try my best to help the team meet the wanted outcome

4. Ideal jobs

My ideal job is to be a simulation software engineer at VinAI. This job purpose is to help simulate a virtual environment with 3D model and real physics in order help simulate how an autonomous vehicle would drive and deal with situation in real word scenarios. I choose this specific job due to the fact that it involves a lot of AI, which is one of my favorite fields in computer science, and also require sufficient knowledge in other fields which I also keen on to work with like 3D modelling, physics simulation. And since it involves a lot of fields, this is my detail plans to acquire the basic of these knowledge, but in the future, this could change quite a lot:

* End of 2021: Know basic Python, get familiar with Arduino, know HTML and CSS
* March 2022: Be better at HTML and CSS, be familiar with OOP programming in Python
* June 2022: being able to build basic front-end, can build many physics simulations with Pymunk (a python module for 2D physics)
* September of 2022: Learn PHP for back-end, know basic linear algebra and advanced physics to increase logical thinking and gain knowledge
* End of 2022: Can use C++ like Python, learn MySQL to get comfortable working with data
* March 2023: Learn and implement Linux to laptop, gradually replacing Windows with Linux. Already working in small IT companies as software developer
* June of 2023: Learn Machine Learning with TensorFlow (an open source library for AI) and build simple model
* September of 2023: Learn Blender and 3D modelling. Start applying to companies to work as data engineering intern
* End of 2023: Can create sophisticated physics simulation in 3D like light reflection, fluid simulation
* March of 2024: Can create AI model for simple task like face recognition
* June of 2024: Apply to big or small company as intern in position that can get expose to AI and advanced technology
* September of 2024: Working with real life project and start gaining experience working in professional environment
* End of 2024: Receive the IT bachelor, started to apply and work in big company to gain experience, preparing for the final ideal job