

Michael Dao

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Education - Royal Melbourne Institute of Technology (RMIT)

- **Bachelor of Computer Science - BP094** 02/2017 - 07/2017
 - ◆ GPA: 4.0 / 4.0 (before credit transfer)
- **Bachelor of Software Engineering - BP096** 07/2017 - Present
 - ◆ GPA: 3.3 / 4.0
 - ◆ Graduating: 12/2020
- **Average grade across computing subjects - BP094 & BP096**
 - ◆ GPA: 3.65 / 4.0
 - ◆ Weighted Average Grade: 78.75%

RMIT Academic transcript as of 3rd August 2018 [here](#).

Experience

- **Ohm Power - Front End Developer** 06/2018 - Present
 - ◆ Redesigned google adwords campaign with **HTML5** and **CSS** to create an animated and modular advertisement to attract higher click/conversion rate for marketing (currently testing).
 - ◆ Collaborated with other developers using **git** for version control when overhauling the existing website into a **Keystone JS** CMS with new **UX** centered wireframes.
 - **CSIT Mentoring program - Student Mentor** 02/2018 - 06/2018
 - ◆ Acted as a volunteer mentor for computer science students drop in to seek consulting.
 - ◆ Developed and strengthened communication, problem solving and leadership skills through mentoring experience whilst cooperating with other mentors to manage influxes of students.
 - ◆ Enhanced the learning experience of fellow students with **Java** and **C** for programming assignments, as well as **HTML5**, **CSS**, **JavaScript**, and **PHP** for web assignments.
 - **Myer Southland - Sales Assistant** 10/2015 - 01/2017
 - ◆ Achieved hourly sales quota of \$500 with strong persuasion skills.
 - ◆ Ensured cash and cards are professionally handled over the point of sale (POS).
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Awards and Achievements

- **RMIT ITS Hackathon - 2nd place / 13 Teams - \$2000 AUD prize** 08/2018
 - ◆ 24 hour hackathon tackling "flipped perspectives" organized by CSIT and ITS.
 - ◆ Our idea was to develop a livestream and chatroom for students in lectures so we developed a prototype with Node.Js websockets for live chat room functionality to impress judges.
- **RMIT IoT+AR Hackathon 2018 - 2nd place / 8 Teams - \$4000 AUD prize** 08/2018
 - ◆ 3 Day hackathon where sponsors provide industry problems to solve with IoT+AR.
 - ◆ Worked closely with LendLease, "how do we leverage knowledge between employees?"
 - ◆ Worked in a team to deliver a smart document manager with **Vuforia Augmented Reality**, **Bootstrap 4** for our frontend, **PHP** backend and an **Android SDK app** for the MVP.
- Rewarded the "**Most Innovative Solution**" by Hendry Group
- **SBC #HackTheCity 2018 - 2nd place / 18 Teams - \$1000 AUD prize** 09/2018
 - ◆ 24 hour hackathon sponsored by Downer & Spotless, organized by Startupbootcamp where students, and employees from Downer or Spotless can attend.
 - ◆ Our pain point we were given is "Companies are spending millions on contractors and new staff for major events". So we used **design thinking** and the **lean canvas** to develop our idea, a smart shift manager to encourage existing staff from casual roles and other departments to fill roles.
 - ◆ To demonstrate our solution, we developed a **React-Native** mobile application which closely resembled our high fidelity mockups whilst practicing **Kanban Agile** in a group of 7 developers.
- Rewarded "**Most Promising Startup**" by Startupbootcamp

→ RMIT LEAD recognition certificate 2018 - for contribution to student life and leadership

Projects - [check out my GitHub](#)

→ Personal projects

- ◆ Built an Arduino robot via **C++** with a proximity sensor to avoid obstacles when it drives around.
- ◆ Programmed an image scraper in **python** to automate image downloading from a search query so that I don't need to manually download images for tensorflow.
- ◆ Designed a genetic algorithm to teach smart dots how to navigate around mazes via **Processing** to gain an understanding of the foundations of AI.
- ◆ Developed an invoice generator in **Visual Basic** for a small courier business during high school to replace the traditional pen and paper record system.

→ University projects

- ◆ Collaborated in a small team to make a simple pacman style multiplayer game, developed dijkstra's algorithm in **Java** to create the monster AI.
- ◆ Immersed self in **C** programming and **linux** terminals with an abstract two player Reversi game.
- ◆ Worked on a guess who game with 2 AI players in **Java** to understand binary data structures.

Skills

→ Languages

- ◆ Java, Python, C, Visual Basic, HTML5, CSS, TypeScript, JavaScript, PHP, SQL, Processing.

→ Other

- ◆ Git/Version Control, Agile/Scrum, Linux, Node.js, BootStrap 4, React/Native, Redux, SASS, KeystoneJS.