Nhu Quynh Nguyen

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Education

Monash University	**Melbourne, Victoria**	**Mar 2021 -Nov 2024**

- **Bachelor** of Engineering (Honours)
- **Major**: Software Development – **WAM:** 73.1
- **Coursework**: Data Structures and Algorithms, Object-Oriented Programming, Web and Mobile Application Development, Databases, Operating Systems, Software Testing, Cloud, Usability, Software Architect and Design, Computer Architecture, UI/ UX design

Technical Skills

- **Programming Languages**: Python, Java, JavaScript, C, Swift, Kotlin| **Others**: HTML/CSS, SQL, NoSQL, MATLAB
- **Frameworks**: React, Java Swing
- **Skills**: Project Management (Agile - Scrum), Photoshop
- **Tools**: Git, Microsoft Azure, Figma, SQL Developer, SQL Management Studio, VsCode, XCode, Trello, Lucid Chart, Postman, Adobe Photoshop, JIRA, PowerBi
- **Certificates**: Az-900 Microsoft Azure Fundamentals

Experience

Software Engineering Intern	**MONASH ESOLUTIONS**	**Jun 2023 - Nov 2023**

- Mainly responsible for the iOS aspects of the Mobile team.
- Assist the Android team developing similar features to the iOS version to ensure consistency across platforms.
- Develop new features for Monash Study App such as displaying students results or improving usability of Monash Connect Platform using SwiftUI and UIKit.
- Integrate RESTful APIs to fetch and display user-generated contents.
- Implement a clean, maintainable, and expandable codebase following the MVC and MMVM design patterns.
- Act as quality assurance to conduct rigorous testing of the application to guarantee standards and meet client requirements.
- Technologies: Swift, UIKit, SwiftUI, XCode, Kotlin, GitBucket, JIRA, Figma

IT Intern	**LEVEL CROSSING REMOVAL PROJECT – DEPARTMENT OF TRANSPORT**	**Sep 2022 – Apr 2023**

- Oversee and manage Azure Logic Apps, Azure Storage Accounts, and related Azure cloud-based technologies and infrastructures.
- Design, build and deploy Azure Pipelines to automate the monitoring of data input from external sources to Data Lake and Data Factory and the extraction to Cube.
- Clean dataset, interpret dataflow and maintain the database.
- Technologies: Microsoft Azure, Postman, SQL Management Studio, Jira, SharePoint, PowerBi.

IT Intern	**AUSGUIDE GROUP**	**Mar 2022 - Sep 2022**

- Input data to support CRM projects.
- Manage client's database, sort, and retrieve clients' information based on selection criteria.
- Assist in developing company website using JavaScript (HTML/ CSS).

Teacher assistant/ instructor   **CODE CAMP**   **Aug 2022 - Sep 2022**
- Deliver lesson plans to a class of 25 students.
- Teaching contents include coding knowledges (JavaScript and HTML), YouTube video production, stop-motion animation.

Projects

"Spirited Soul" iOS application   **Mar 2023 – Jun 2023**
- The app is designated to be a place for beverage lovers (both novice and experienced drinkers) to explore the range of drink options from the menu list.
- It's unique feature Secret Menu asks users for their mood/ spirits/ taste then algorithmically blend a drink from a chosen API.
- Upon choosing/ being recommended a drink, users will receive a drink recipe with detailed instructions and images.
- They can pin their drinks and come back for that recipe under Favorite Sections, utilizing both Core Data and Firebase.
- Technologies: XCode, Swift (UIKit), Firebase, Core Data

The bartering game "Potion Seller"   **Apr 2022 – Jun 2022**
- The player acts as a middleman who buy potions from vendors and sell these to the adventures for high profits.
- The game aims to find discrepancies between the adventurers buying price and the vendor selling price by designing optimal algorithms.
- Designed and built upon object-oriented implementations of Stack, List, Queue, Hash ADTs and sorting algorithms such Quicksort and MergeSort.
- Manipulate Binary Search Trees (BSTs) and implement BSTs self-balancing in practice.
- Technologies: Python, Git

"Pokémon" game design   **Mar 2022 - Apr 2022**
- Involve in the design and further development of a classic 2D game inspired from the real-world Pokémon game.
- Designed and built upon object-oriented implementations of Stack, List, Queue ADTs and non-recursive sorting algorithms.
- Technologies: Python, Git

"Rogue-like" game design   **Mar 2022 - Jun 2022**
- Involve in the design and further development of a classic 2D game inspired from the real-world Rouge game.
- Designed and built upon Object-Oriented Programming principles and design patterns.
- Technologies: Java, Git, Trello, Lucid Chart

Pristine Cabs Web Application   **Mar 2021 - Jun 2021**
- Build an app that can book and cancel taxi bookings.
- The app allows users to change taxi types, view current and previous bookings, view estimated fare and distance travelling.
- Require the use of MapBox API and Geocoding API.
- Technologies: JavaScript, HTML/ CSS, Git, Trello

Extracurricular activities

Sponsorship Officer at Monash Association of Coding (MAC)   **Feb 2022 – Dec 2022**
- Liaise with top sponsors and relevant stakeholders.
- Seek sponsorship for the club.
- Contact point of flagship events: Hackathon and Industry Night.

Event Coordinator at Robogals Monash   **Jun 2021 – Mar 2022**
- Create and manage events (social events, hackathon)
- Inspire young women to join STEM field through organizing workshops at primary schools, secondary schools, and libraries.