

# Nhu Quynh Nguyen

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## Education

<b>Monash University</b>	<b>Melbourne, Victoria</b>	<b>Mar 2021 -Nov 2024</b>
<ul style="list-style-type: none"><li>• <b>Bachelor</b> of Engineering (Honours)</li><li>• <b>Major:</b> Software Development – <b>WAM:</b> 73.1</li><li>• <b>Coursework:</b> 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</li></ul>		

## 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

<b>Software Engineering Intern</b>	<b>MONASH ESOLUTIONS</b>	<b>Jun 2023 - Nov 2023</b>
<ul style="list-style-type: none"><li>• Mainly responsible for the iOS aspects of the Mobile team.</li><li>• Assist the Android team developing similar features to the iOS version to ensure consistency across platforms.</li><li>• Develop new features for Monash Study App such as displaying students results or improving usability of Monash Connect Platform using SwiftUI and UIKit.</li><li>• Integrate RESTful APIs to fetch and display user-generated contents.</li><li>• Implement a clean, maintainable, and expandable codebase following the MVC and MMVM design patterns.</li><li>• Act as quality assurance to conduct rigorous testing of the application to guarantee standards and meet client requirements.</li><li>• Technologies: Swift, UIKit, SwiftUI, XCode, Kotlin, GitBucket, JIRA, Figma</li></ul>		
<b>IT Intern</b>	<b>LEVEL CROSSING REMOVAL PROJECT – DEPARTMENT OF TRANSPORT</b>	<b>Sep 2022 – Apr 2023</b>
<ul style="list-style-type: none"><li>• Oversee and manage Azure Logic Apps, Azure Storage Accounts, and related Azure cloud-based technologies and infrastructures.</li><li>• 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.</li><li>• Clean dataset, interpret dataflow and maintain the database.</li><li>• Technologies: Microsoft Azure, Postman, SQL Management Studio, Jira, SharePoint, PowerBi.</li></ul>		
<b>IT Intern</b>	<b>AUSGUIDE GROUP</b>	<b>Mar 2022 - Sep 2022</b>
<ul style="list-style-type: none"><li>• Input data to support CRM projects.</li><li>• Manage client's database, sort, and retrieve clients' information based on selection criteria.</li></ul>		

- 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.