

Nhu Quynh Nguyen

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Education

| Monash University | Melbourne, Victoria | Mar 2021 -Nov 2024 |
|--|---------------------|--------------------|
| <ul style="list-style-type: none">Bachelor of Engineering (Honours) – Major Software Development – WAM: 73.1Coursework: 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 | **Others:** HTML/CSS, SQL, NoSQL, MATLAB
- Frameworks:** React, Java Swing, Kotlin, Typescript
- Skills:** Project Management (Agile - Scrum), Photoshop
- Tools:** Git, SourceTree, 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 |
|--|--|---------------------|
| <ul style="list-style-type: none">Mainly responsible for the iOS aspects of the Mobile team where the main product is the Monash Study App with more than 60000 users.Develop new features for Monash Study App such as the Grades feature, Account Deletion feature and Maps Analytics Trigger.Resolve customers queries when on support through Admin Console Portal.Implement a clean, maintainable, and expandable codebase following the MVC and MVVM design patterns.Pair programming with teammates, review pull requests, participate in code review, and provide constructive feedbacks.Act as quality assurance to conduct testing (regression, E2E) of the application to guarantee standards and meet client requirements.Technologies: Swift, UIKit, SwiftUI, XCode, BitBucket, SourceTree, JIRA, Figma | | |
| IT Intern | LEVEL CROSSING REMOVAL PROJECT – DEPARTMENT OF TRANSPORT | Sep 2022 – Apr 2023 |
| <ul style="list-style-type: none">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 |
| <ul style="list-style-type: none">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). | | |

- 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.