Nhu Quynh Nguyen

Phone: (+61) 414 052 247
Email: nguyenquynhnhu0911@gmail.com
LinkedIn: www.linkedin.com/in/nhu-nguyen- 415a58216
GitHub: https://github.com/NhuNguyen606

Education

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

- **Bachelor** of Engineering (Honours)
- **Major**: Software Development – **WAM:** 72.5
- **Coursework**: Data Structures and Algorithms, Object-Oriented Programming, Web Application Development, Databases, Operating Systems, Software Testing, Cloud Computing

East Doncaster Secondary College	**Melbourne, Victoria**	**Jan 2018 – Dec 2020**

- Highschool education

Technical Skills

- **Programming Languages**: Python, Java, JavaScript, C, Swift, React| **Others**: HTML/CSS, SQL, NoSQL, MATLAB
- **Tools**: Git, SQL Developer, SQL Management Studio, PowerBi, Trello, Lucid Chart, Microsoft Azure, Postman, JIRA, Sharepoint
- **Certificates**: Az-900 Microsoft Azure Fundamentals

Experience

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.

Math Methods year 11 tutor	**SELF EMPLOYED**	**Jan 2020 – Nov 2020**

- Revise and consolidate in-class materials.
- Assign advanced questions to test students understanding.

Projects

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

Monash University International Ambassador   **May 2021 – May 2024**
- Represent Monash at webinars and open days.
- Share the experiences and tips to future students.

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.