

Nhu Quynh Nguyen

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Education

Monash University	Melbourne, Victoria	Mar 2021 - Dec 2024
<ul style="list-style-type: none">• Bachelor of Engineering (Honours)• Major: Software Development – WAM: 75.154• Coursework: Data Structures and Algorithms, Object-Oriented Programming, Web Application Development, Databases, Operating Systems, Software Testing		
East Doncaster Secondary College	Melbourne, Victoria	Feb 2018 - Dec 2020
<ul style="list-style-type: none">• Highschool studies		

Technical Skills

- **Programming Languages:** Python, Java, JavaScript, C | **Others:** HTML/CSS, SQL, NoSQL, MATLAB
- **Tools:** Git, SQL Developer, Trello, Lucid Chart

Experience

IT Intern	AUSGUIDE GROUP	Mar 2022 - Now
<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)		
Teacher assistant/ instructor	CODE CAMP	Aug 2022 - Now
<ul style="list-style-type: none">• 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
<ul style="list-style-type: none">• Revise and consolidate in-class materials• Assign advanced questions to test students understanding		

Projects

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

“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

“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

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

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 through emails and zoom meetings
- Seek sponsorship for the club
- Contact point of big events: Hackathon and Industry Night

Event Coordinator at Robogals Monash

Jun 2021 – Mar 2022

- Manage and in charge of events (social events, hackathon)
- Inspire young women to join STEM field