

# Phuc Nguyen

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[Github](#)  
[Linkedin](#)

## Education

<b>University of Adelaide</b>	Feb 2023 - Dec 2025
Bachelors of Mathematics and Computer Science	GPA: 6.75/7.00
<b>Glenunga International High School, South Australia</b>	Feb 2018 - Nov 2022
Awards: Research Project Merit, High Achievers Award	ATAR: 99.35 (selection rank 99.95)

## Experience

<b>Topcon Agriculture   Software Testing Intern</b>	Nov 2023 - Jan 2024
<ul style="list-style-type: none"><li>Automated the regression testing process of apps, replacing the need for a manual testing (Squish, Python)</li><li>Enabled headless running of GUI tests</li></ul>	
<b>Mathematics tutor</b>	Jan 2022 - Ongoing
<ul style="list-style-type: none"><li>Delivered one-on-one tutoring sessions to highschool mathematics students with an emphasis on conceptual understanding</li><li>Brought underperforming students to the A and A+ grade bands by identify strengths and areas for improvement</li></ul>	

## Projects

<b>Agriculture Game   C++, SFML</b>	Aug 2023 - Sep 2023
<ul style="list-style-type: none"><li>Spearheaded a team project focused on developing a farm management game</li><li>Orchestrated the project's structural design, leveraging prior graphics and library experience to construct the code base's framework</li><li>Demonstrated astute decision-making by assessing project scope, time constraints, and the importance of showcasing specific concepts.</li></ul>	
<b>Binomial Pricing Model for Call and Put options   C++</b>	Jul 2023 - Aug 2023
<ul style="list-style-type: none"><li>A C++ implementation of the backward-induction pricing formula for determining rational premiums of put and call options in a Cox-Ross-Reubenstein market model</li><li>Applied financial mathematical concepts taught from UoA Course MATH3002 Financial Modelling: Tools &amp; Techniques</li></ul>	
<b>3D Ray Caster</b>	Dec 2022 - Jan 2023
<ul style="list-style-type: none"><li>Developed a 3D raycaster program in C using the Minilibx graphical library as a passion project</li><li>Implemented the rendering of coloured objects and shadows from a camera's perspective</li><li>Self implemented low level functions that dealt with interactions between vectors and objects described by mathematical equations</li></ul>	

## Skills and Technology

- Programming languages : Proficient in C, C++ | Novice in Python, MatLab, R
- Technologies: Squish, Linux, SfmL, Excel, Git
- Coursework: Calculus, Linear Algebra, Differential Equations, Statistical Modelling, Hypothesis Testing, Probability, Algorithm and Data Structures, Object Oriented Programming
- Languages: English, Vietnamese

## Community and Volunteering

- Competitive Programming Club (Adelaide University)
- South Australia Judo State player (bronze -66kg Australia Nationals 2023)
- Judo Coach at Adelaide University Judo Club
- Judo Club committee