

Phuc Nguyen

+61 475 411 821 nlgphuc23@gmail.com [linkedin.com/in/nlgphuc](https://www.linkedin.com/in/nlgphuc)
[phuc-nguyenn.github.io/](https://github.com/phuc-nguyenn) github.com/Phuc-Nguyenn

Education

University of Adelaide

Bachelor of Mathematical and Computer Sciences (GPA: 6.75 / 7)

Expected Nov 2025

Adelaide, South Australia

- **Relevant Coursework:** Calculus, Linear Algebra, Differential Equations, Statistical Modelling, Hypothesis Testing, Probability, Algorithm and Data Structures (C++), Object Oriented Programming (C++)

Glenunga International High School

South Australian certificate of education (ATAR 99.35/99.95)

Graduated Nov 2022

Adelaide, South Australia

- **Subjects:** Specialist Mathematics, Mathematical Methods, Physics, English, Research Project (merit)

Professional experience

Topcon Agriculture

Software testing intern

Nov 2023 – Jan 2024

Adelaide, South Australia

- Automated the regression testing process of in development applications using Squish and Python scripting
- replaced the need for slow manual testing speeding up the regression tests by 95%
- Mounted tailored operating systems on 20 SD cards that were distributed to clients and internally

Mathematics tutor

Local mathematics tutor for high school students

Jan 2023 – Ongoing

Adelaide, South Australia

- Delivered personalised one-on-one tutoring sessions to high school mathematics students
- Placed heavy emphasis on conceptual understanding and problem solving rather than memorisation
- Brought under performing students to the A and A+ grade bands by identify strengths and clear areas for improvement.

Projects

Agriculture Game | C++, SFML

Aug 2023 - Sep 2023

- Spearheaded a team project focused on developing a farm management game using object oriented programming principles
- Orchestrated the project's structural design, leveraging prior graphics and library experience to construct the code base's framework
- Demonstrated astute decision-making by assessing project scope, time constraints, and the importance of showcasing specific concepts.

3D Ray Caster | C, Minilibx

Dec 2022 - Jan 2023

- Developed a 3D ray caster program in C using the Minilibx graphical library as a passion project for exploring 3D computer graphics
- Instrumented the rendering of coloured objects and shadows from a camera's perspective by self-implementing low-level vector calculations such as normals and intersections

Binomial Pricing Model for Call and Put options | C++

Jul 2023 - Aug 2023

- 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
- Applied financial mathematical concepts taught from UoA Course MATH3002 Financial Modelling: Tools and Techniques

Skills and Technology

Programming Languages: Proficient in C, C++, Matlab – Novice in Python, R

Technologies: Squish, Linux, SFML, Excel, Git

Concepts: Object oriented programming, algorithms, data structures, linear algebra, differential equations, statistical modelling, hypothesis testing, probability

Community involmment and volunteering

Competitive Programming Club (Adelaide University): 5th place out of 34 teams in CPC 3/10/2024

South Australia Judo State player : (bronze -66kg Australia Nationals 2023)

Judo Coach: Volunteer judo coach at the Adelaide University Judo Club, +80 juniors, +50 adult members