# Stefan Phan

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#### Education

# University of South Australia

Expected Nov 2027

Bachelor of Software Engineering (Honors)

GPA: 6.5 / 7.0

- Coursework: Databases, Web Development, Data Structures & Algorithms, Object-Oriented Programming, Network Fundamentals, UI Design Thinking, System Requirements, System Design, Operating Systems and Tool
- Honors/Awards: Chancellor's Letter of Commendation 2024

## Experience

**FPT Software** Nov. 2024 – Feb. 2025

Software Engineer Intern

Danang, Vietnam

- Developed a high-performance backend server using Express.js that managed an internal CMS with 40+ RESTful API endpoints for content delivery and management
- Implemented comprehensive security protocols including role-based access control (RBAC) and JWT authentication for 700+ users, ensuring 100% compliance with confidentiality requirements and maintaining data integrity through MongoDB transactions
- Boosted API performance by 20% through optimizing MongoDB query pipelines and implementing efficient caching strategies with **Redis**, significantly improving application responsiveness

#### Projects

SmartSaver | Gemini API, Node, Express, React, MySQL

Mar. 2025

- Developed an AI-powered money tracking app with Gemini AI for personalized financial recommendations in various tones (funny, angry, sad, wide).
- Implemented password hashing and 20+ backend APIs using Express.js, Node.js, and MySQL.
- Created 5+ financial diagrams for visualizing spending and savings, with a React front end.

LittleLemon | Django Rest Framework

Sep. 2024

- Developed a RESTful API using Django Rest Framework, implementing 20+ endpoints for menu management, user authentication, and order processing
- Integrated JSON Web Token (JWT) for user authentication and session management, enhancing security and user experience by implemented role-based access control, improving data security for 5+ user groups
- Implemented pagination and filtering, optimizing response times by 40% for large datasets

GameHub | Django, SQLite, ZEGOCLOUD, React, Socket.io

Jun. 2024

- Developed a forum-based platform where gamers can engage in real-time discussions across 100+ game categories.
- Implemented real-time chat functionality using Socket.io, enabling seamless communication between gamers without page reloads.
- Integrated ZEGOCLOUD for real-time meetings, facilitating 10+ concurrent live discussions for users globally.
- Created a robust user authentication and authorization system, ensuring only registered users could participate in forums and chat.

## TECHNICAL SKILLS

Languages: Java, Python, SQL, JavaScript / Typescript, HTML/CSS, Swift, C / C#

Frameworks & Library: React/Next, Express, Node, Flask, Django

Tools: Git, GitHub, PostgreSQL, MySQL, MongoDB, Firebase, Redis, REST API

## Certificates

100 Days of SwiftUI Feb. 2025

Professional Meta Back-End Developer

Sep. 2024 Aug. 2024

CS50's Web Programming with Python and JavaScript

CS50's Introduction to Computer Science

Jul. 2024