Thai Gia Ngan (Grey) Nguyen

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EDUCATION

Curtin University | Western Australia, Australia **Graduating in Feb 2027**

Bachelor of Information Technology | GPA: 3.6/4.0

- **Relevant Coursework:** Cloud Computing, Computing Topics, Cyber Crime and Security Enhanced Programming, Data Communications and Network Management, Database Systems, Operating Systems, Penetration Testing and Defence, Unix Systems Programming

Curtin College | Western Australia, Australia **May 2024**

Diploma of Information Technology | GPA: 3.3/4.0

- **Relevant Coursework:** Computer Systems, Data Structures and Algorithms, Fundamental Concepts of Data Security, Fundamentals of Programming, Integrating Indigenous Science and STEM, Introduction to Software Engineering, Linear Algebra and Statistics, Unix and C Programming

TECHNICAL SKILLS

Languages: Python, TypeScript, JavaScript, Java, C++, SQL, Swift, HTML/CSS, Verilog, Assembly, C.
Frameworks & Libraries: Next.js, React.js, Node.js, Tailwind CSS, Framer Motion, Qt, PartyKit.
Database & BaaS: PostgreSQL, Supabase, MongoDB, MySQL, NoSQL, SQLite, Firebase, Redis.
Developer Tools & Platforms: Docker, Git, GitHub, GitLab, Vercel, Linux, CI/CD, Agile, Scrum.
Certifications: International English Language Testing System, Amazon Web Services, Cisco Certified Network Associate.
Soft Skills: Interpersonal Communication, Written Communication, Teamwork, Problem Solving, Critical Thinking, English, Vietnamese, French, Chinese Mandarin.

RELEVANT EXPERIENCE

Aubot | Melbourne, VIC **Dec 2025 - Present**

Software Engineering Intern

- Wrote specifications for scripts to generate coding exercises, brainstormed and created programming exercises for kids to learn computer science.
- Created a platform for kids to access computer science exercises and for their parents and teachers to view their progress.
- Taught 200 kids computer science from all over Australia.

Technologies for Kids | Victoria Park, WA **Sep 2025 - Present**

Teaching Assistant

- Taught students aged 5 to 18 in drone coding & creative flight, coding & robotics, and 2D game design programs.
- Combined hands-on activities, interactive lessons, and collaborative projects in STEM.
- Helped students develop critical thinking, creativity, problem-solving, coding, mechanical design, engineering principles, and teamwork skills.

MakeX Robotics Competition | Perth, WA **Jul 2025**

Judge

- Volunteered judge for the 2025 International Robotics Competition MakeX held at Perth Government House Ballroom.

CoderDojo WA | Bentley, WA **Mar 2025 - Present**

Mentor

- Volunteered mentoring for neurodivergent adolescents in Python coding and Lego Robotics.

PROJECTS

Heart Dry with Thirst | *ComSSA Hackathon 2025* **Sep 2025**

- Worked in a team of 6 to design a comprehensive IoT-based water infrastructure mapping system using AI/ML, acoustic sensing, and real-time analytics to enable non-invasive network discovery and phased replacement strategy.

Microgrid Operations Hub | *EcoPulse Hackathon* **Sep 2025**

- Partnered with a team of 5 and developed a fully functional Dashboard with a dynamic interface, real-time database retrieval, and AI machine learning for anomaly detection.

Security Programming| *Cyber Crime and Security Enhanced Programming Project* **Oct 2025**

- Developed vulnerable code showcasing Cross Site Request Forgery and Buffer Overflow attacks, followed by secure, mitigated versions to counteract these attacks.

Virtual Environment Penetration Testing | *Personal Project* **Jul 2025**

- Conducted vulnerability assessments and penetration testing in virtualized environments to simulate real-world cyber-attacks, identifying weaknesses and securing systems against intrusions.

Laser Tank | *Unix and C Programming Project* **May 2024**

- Created a mini-game in C that allows the player to control the movement of the tank and shoot lasers. The laser will be reflected when it hits the mirrors. Generated a random map based on a 2D array and stored all outputs in a linked list into a log text file.

REFEREES

Available Upon Request