

# Nguyen Pham

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## EDUCATION

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University of Adelaide  
Australia

Adelaide, South

Mar 2023 – Oct 2026

- **Degree:** Bachelor of Computer Science.
- **Concentrations:** Modelling/Simulations.
- **GPA:** 6.25/7.0
- **Related Coursework:** Data Structures & Algorithms, Objects & Design, Computer Organization & Programming, Combinatorics, Object-Oriented Programming, Statistics & Applications.

## PROJECTS

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### Pong

- Developed a browser-based version of the classic Pong game, with functional AI for single-player gameplay and retro design.
- Utilized **JavaScript**, **HTML**, and **Phaser** for seamless user experience and responsive gameplay.
- Deployed at: <https://github.com/ThanhNguyenPham-Steve/pong>

### Wordle

- Created a web-based word puzzle game where players guess a five-letter word within six attempts, receiving feedback on accuracy.
- Leveraged **JavaScript**, **HTML**, and **Phaser** for dynamic gameplay mechanics.
- Deployed at: <https://github.com/ThanhNguyenPham-Steve/wordle>

### GeoMaster

- Designed and implemented an Android trivia quiz app to test users' geographic knowledge through multiple-choice questions.
- Built using **Java**, **Kotlin**, and **Android Studio**, incorporating native UI components for an interactive experience.
- Deployed at: <https://github.com/ThanhNguyenPham-Steve/GeoMaster>

## COMMUNITY

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### Ravi's Study Program – Participant (From 2024)

- Participated in a 3-month intensive coding bootcamp with a focus on data structures and algorithms
- Conducted mock technical interviews to refine problem-solving strategies and improve coding confidence.

## SKILLS

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**Programming Languages:** Python, JavaScript, Java, SQL, MATLAB, C++, C, HTML/CSS

**Frameworks:** React, Node.js

**Tools:** Jupyter Notebook, Git, Android Studio