H O A   N G U Y E N

10 Dieppe Place, Vancouver, BC V5M 4A3

hoa_nguyen@thecdm.ca

+1 (778) 939 - 7636

hoadnguyen.com

https://github.com/ZellNguyen

Overview

As graduate student from the Centre for Digital Media, I have become a confident and creative developer, as well as a user-centred problem solver who thrives in collaborative, agile environments. I am currently seeking career opportunities as a developer in an innovative and friendly environment, where I can learn more about collaboration and software development pipeline. While I have experience in app development, virtual reality and image/audio processing, I am up for any challenge.

Education

September 2016 - now	**Centre for Digital Media** Master of Digital Media
December 2013 – August 2016	**Vietnam-France University** Bachelor of Information and Communication Technology

Work Experience

The Centre for Digital Media projects:

January 2017 - April 2017	Industry Project: Public VR Experience • **Designed and Managed the Development Pipeline for the Programmers and Artists.** • **Implemented the VR Object Interaction feature using VR trackers and Leap Motion** • **Implemented some nausea-reducing techniques in VR**
January 2017	BC Game Jam: Wave-To-Me game • **Designed and Implemented the Random and Pattern-based movement for the enemies.**
September 2016 - January 2017	Industry Project: Balance - Health tracker mobile app • **Learned Swift** • **Created a Class Diagram and an Information Architecture for the app** • **Developed a front-end prototype for the app**
September 2016	Design Jam • **Developed a colour and shape-based Object Recognition system to create an Interactive Wall using Kinect in 48 hours**

USTH major projects :

April 2016 - August 2016	Internship at Vietnam Academy of Science and Technology • **Researched on Hidden Markov Model (HMM) and implemented a HMM-based Vietnamese Text-to-speech system**
October 2015 - February 2016	Pilot Project : Automatic chord-detection Android application • **Researched and Implemented a chord-detection algorithm using Cepstral analysis** • **Learned Android development**

Skills

Programming
Languages: Swift, C#, C/C++, Java, HTML/CSS, JavaScript, PHP, MATLAB
Backgrounds: Mobile Application, Web Development, Game Development, Audio Processing, Image Processing.

Other
Design, Handwriting, Photography, Filmmaking