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TRUONG NGUYEN

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I am a final year software engineering student at Griffith University and looking for a junior software development position.

EMPLOYMENT

Intern Software Engineer | **SeaWorld Australia** | **March 2023 – June 2023**

- Build and implement a game interface controlled by Raspberry Pi controller. Purpose of creating activities to enrich dolphins.
- Languages & Technologies: Python, Embedded system, Raspberry Pi controller.

Software Development | **Jung Talents** | **August 2022 – November 2022**

- Implement and refactor the website products. This aim is to provide system integration solutions and application development.

Python course tutor | **Griffith University** | **March 2022 – June 2022**

- Plan, design and facilitate learning sessions; attend/review Python tutorials for beginners.
- Consolidate knowledge for newbies every week.

PROJECTS

- **Education Website https://www.mentem.co/ (2022):**
  - Developing GUI.
  - Researching and writing documentations.
  - Languages & Technologies: Laravel-PHP, Docker, AWS, Angular/ReactJS.

- **Chat System (2022, Font-end):**
  - Build a web app that lets people chat. Chat system including Super-Admin, Admin, Support and Users. Each object can chat with each other in a certain chat channel in real time through building server and front end.
  - Languages & Technologies: JavaScript/TypeScript, HTML/CSS, MongoDB, Socket, REST API, Angular.

- **Airbnb Data Sydney (2021, Data analyst):**
  - Airbnb Sydney's data statistics software where users can look up hotels, houses in Sydney, hotel prices, amenities, customer reviews, compare prices between two areas. Given data are excel files from Airbnb (2019).
  - Languages & Technologies: Python, SQLite, Pandas, Matplotlib, Data.csv.

- **Car Booking Website (2021, Back-end):**
  - Build a web app based on a dynamic database, where users can view vehicle information, make reservations, cancel schedules, CRUD for users and vehicles.
  - Languages & Technologies: SQL, PHP, Laravel, HTML/CSS.

- **Pacman (2021):**
  - Pacman game implemented in Python (group work - 3 people).
  - Languages & Technologies: Python

EDUCATION

Software Engineering   **Griffith University**   **2021 – Present**
- Core coursework: Data Analysis & OOP: Python, SQLite; Backend development: PHP & Laravel framework; Full stack development: Node.js, JavaScript & Angular framework; IOS: Swift. GPA: 5.6/7

Diploma of Engineering   **Griffith College**   **2019 – 2020**
- Core coursework: Introducing to C and MATLAB, Statistics, Calculus, Fundamental of engineering, Project management. GPA: 6.2/7

HONORS AND AWARDS

- **Academic Excellence:** Graduated Diploma of Engineering   **2020**
- **Academic Excellence:** Software Engineering – Griffith University   **2021**

LANGUAGES AND TECHNOLOGIES

- Proficient in Python, TypeScript, JavaScript, SQL, MongoDB, Angular
- Familiar with C, PHP, Swift, Laravel
- Visual Studio, PyCharm, Xcode, Git, Raspberry Pi

SOFT SKILLS

- Problem-solving
- Willing to learn newer technical.
- Passion for learning and working.
- Teamwork with stakeholders.