

DANIEL NGUYEN

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EDUCATION

University of New South Wales
Bachelor of Science (Computer Science)

Feb 2021 - Aug 2024 (expected)

- WAM - 80.938
- Relevant Coursework: Software Engineering Fundamentals, Data structures and Algorithms, Object Oriented Programming, Web Front-End Programming, Database Systems.

SKILLS

Programming	JavaScript, TypeScript, Python, Java
Frameworks/Tools	React.js, Express.js, Tailwind CSS, Git, Linux
Soft Skills	Adaptability, Teamwork, Problem Solving

EXPERIENCE

University of New South Wales, Lab Assistant
Kensington, NSW

May 2023 — Current

- Teaching a level 2 UNSW computer science course to a class of 25 students.
- Providing in-person demonstration on software construction tools and techniques.

Koh-ya, Waiter
Randwick, NSW

June 2021 — Feb 2022

- Worked under pressure and effectively communicated with team members and patrons.

PROJECTS

Battleship, JavaScript, Express.js, React.js, Railway.app

Full-stack web application recreating the popular classic board game Battleship. Built using Express.js and React.js.

<https://github.com/ddannnyll/battleship-frontend>

<https://github.com/ddannnyll/battleship>

Pathfinder, JavaScript, React.js

Web application used to visualise and teach popular pathfinding algorithms. Built using React.js.

<https://github.com/ddannnyll/pathfinder>

EXTRA-CURRICULAR ACTIVITIES

KeebSoc, Development Subcommittee

April 2023 — Current

- Building KeebSoc's website with a team of developers to enhance the society's online presence.

CSESoc, Marketing Subcommittee

February 2021 — December 2021

- Curated photo and video content to over 3,500 CSE students at UNSW.

ADDITIONAL INFORMATION

Github

<https://github.com/ddannnyll>

Portfolio Website

<https://ddannnyll.github.io/horizon>