DANIEL NGUYEN

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EDUCATION

University of New South Wales — Feb 2021 - Aug 2024 (expected)
Bachelor of Science (Computer Science)

- 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, Go, Python, Java
Frameworks/Tools	React.js, Express.js, Next.js, Tailwind CSS, Git, Linux
Soft Skills	Adaptability, Teamwork, Problem Solving

EXPERIENCE

SafetyCulture, *AI Accelerator* — Aug 2023 — Sep 2023
Surry Hills, NSW

- Learned and applied practical software engineering skills through a 4 week AI workshop hosted by SafetyCulture.
- Developed and deployed a working AI project with 3 other AI Accelerators.

University of New South Wales, *Lab Assistant* — May 2023 — Sep 2023
Kensington, NSW

- Assisted in lab demonstration for a level 2 UNSW computer science course.
- Provided in-person help to a class of 25 students on software construction tools and techniques.

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/ddannyll/battleship-frontend

Pathfinder, *JavaScript, React.js*
Web application used to visualise and teach popular pathfinding algorithms. Built using React.js.
https://github.com/ddannyll/pathfinder

ACHIEVEMENTS/AWARDS

CSESoc's Flagship Hackathon 2023, *First place in Coding Stream*

- Conceptualised and developed a full-stack web application in 24 hours using Next.js and Express.js to achieve 1st place out of 20+ submissions.
- Worked in parallel with 4 other talented CSE students.

EXTRA-CURRICULAR ACTIVITIES

CSESoc, *Marketing Subcommittee* — Februrary 2021 — December 2021

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