Dylan Ngo

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Objective:

Enthusiastic Software Engineering student possessing experience with working and leading teams on tight deadlines. Proficient in high intensity activities that require working at a fast pace whilst paying attention to detail. Possess a high level of computing skills including standard knowledge of Microsoft Office applications and extensive knowledge of multiple coding languages.

Education:

Bachelor of Engineering (Honours) | Software Engineering

UNSW – Kensington, NSW (4th Year)

- Studied in many groups coding projects, familiarising myself with concepts such as agile, object-oriented programming and data structures
- Relevant Subjects: Software Eng Fundamentals (HD), Data Structures and Algorithms (DN), Software Eng Workshop (DN), Computer Graphics (DN), Human Computer Interaction (DN)

Projects:

E-Invoice Application:

- **Project was shortlisted and selected for a Shark Tank Pitch Competition**
- Developed an API that was capable of validating and converting XML and JSON files into a readable PDF format and extended that React UI application that stores rendered invoices that are processed into a dashboard extracting all useful information.
- Experience with services such as Heroku, React, Flask, MongoDB and AWS S3 and methodologies such as Agile.

Weather Application:

- Developed an API that calculates the efficiency of renewable energy sources at queried locations.
- Create a React UI that was allowed users to preview weather details at a suitable location alongside wind efficiency.
- API was developed using AWS Lambda with the aim of having compatibility with other projects.
- Experience with services such as Express, Node.JS and Ariadne GraphQL.

Brain Computer Interface Application:

- Currently developing a brain painting application with unity that allows the user to paint using a BCI headset
- Involved independently learning how to use Unity, coding in C# and developing training profiles using EMOTIV software
- Application will be used for conducting an experiment that will be included within my thesis

3D Platformer Game:

- Created using Unreal Engine 5, leveraging engine features like terrain generation, lighting, shading, and particle effects to create an immersive atmosphere.
- Performed thorough playtesting to collect player feedback and enhance gameplay, prioritising user experience

- Lead the development team to produce the game in 10 weeks, showcasing **technical expertise** and **collaborative skills.**

Portfolio Website:

- Developed using **React**.
- 3D graphics and animations created using **Three.js**.
- Available at: dylanngo.com

Experience:

Online Team Member | Coles Green Valley   **02/2023 to 06/2024**

- Learned multiple skills independently as I had to adapt to the frantic environment as team was understaffed at multiple times forcing me to step up and managing the team
- Involved high intensity activities such as picking items throughout the store, preparing orders for home delivery, taking out orders for customers and working as a team to complete waves for the specific time frame

Computer Tester/Assembler/Packer| Acer Australia/Pivotal Point   **06/2022 to 10/2022**

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Skills:

Technical Skills: C, C#, Data Structures & Algorithms, Java, JavaScript, SQL, Python, Haskell.

Transferable Skills:

- Adaptability and Learning Agility
- Time Management
- Problem Solving
- Attention to Detail
- Teamwork and Collaboration
- Communication

References:

Available upon request.