

LAP NGUYEN

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ABOUT

I am a final year IT student majored in Software Development. With the passion for learning new technologies and creating software products, I have participated in various types of projects such as Web, Android, Game, and 3D projects. Currently, I am seeking a full-time position in the tech industry as a software developer.

EDUCATION

MASTER OF INFORMATION TECHNOLOGY (PROFESSIONAL) **2017 - Present**

Deakin University, Australia
Major: Software Development
Achieved: HD Average

BACHELOR OF SCIENCE (ADVANCED) **2011 - 2015**

University Of Science, Vietnam
Major: Computer Science

SKILLS

LANGUAGES: Vietnamese, and English.

TECHNICAL SKILLS: C, C++, C#, Java, JavaScript, Swift, PHP, OOP, Full-stack Web Development, Android Development, SQL, NoSQL, SQLite, SQL Server Compact, Unity3D, Photoshop, and Software Testing.

SOFT SKILLS: Technical & End User Documentation, Teamwork, and Patience.

PROFESSIONAL MEMBERSHIP

GOLDEN KEY INTERNATIONAL HONOUR SOCIETY **3/2018 - Present**
Member

AUSTRALIA COMPUTER SOCIETY **3/2017 - Present**
Student

VIETNAM FEDERATION OF UNESCO ASSOCIATIONS **10/2016 - Present**
Member

VOLUNTEER EXPERIENCE

UNESCO'S ASSOCIATIONS VIETNAM **2015 - 2016**

Connected with physically challenged children and provided them with education, vital supplies, and on-the-job-training.

PROJECTS

WEB DEVELOPMENT

7/2017 - Present

Taught myself to create web projects and develop coding skills outside of class time.

- Front End: HTML, CSS, JavaScript, CSS Framework (Bootstrap 3 + 4, Semantic UI), CSS Pre-processor (SASS), Angular (1+ 5), and Polymer.
- Back End: Express, NodeJS, PHP, MongoDB, Authentication, and working with APIs.
- Others: Heroku, Firebase, Github, Git, mLab, C#, ASP.NET MVC, Entity Framework, SQL Server Compact.
- Projects: <https://lapnguyen.herokuapp.com/webprojects>

CONTENT CREATION FOR VR

3/2017 - 6/2017

Created a high polygon 3D model in 3DS Max that provides Virtual Sales Support.

- Experienced in: Modelling, Unwrapping, Texturing, Lighting, and Animation techniques in 3DS Max.
- Project: <https://www.artstation.com/artwork/PYPmB>

ANDROID DEVELOPMENT

3/2015 - 9/2015

Created an Android mobile application named English Assistant which allows Vietnamese users to learn new English vocabularies more active. Also, built an application with the purpose of searching all the ideal fast food shops in HCMC, Vietnam.

- Experienced in: Java, XML, Google Speech to Text & Text to Speech APIs, Oxford Dictionary API, Facebook API, OCR, and SQLite.
- Projects: <https://lapnguyen.herokuapp.com/mobileprojects>

GAME DEVELOPMENT

6/2014 - 9/2014

Re-implemented Dragon City and Sky Adventure with Unity for academic purposes in 3D Visualization and Game Development unit.

- Experienced in: C#, Unity3D, Animation, and Sound Effects.
- Projects: <https://lapnguyen.herokuapp.com/gameprojects>

RELEVANT EXPERIENCE

MYCLASS.VN (SOFTWARE TESTING INTERN)

9/2014 - 3/2015

Learned new testing techniques and tested the website to make sure that there is no errors in the system during the open beta.

- Manual testing: GUI testing and Functional testing.
- Automation testing: Functional testing (Selenium), Performance testing (JMeter), and Bug Tracking Tool (Mantis).
- SEO techniques: On-page and Off-page.

TMA SOLUTIONS VIETNAM (DATA MINING INTERN)

7/2014 - 9/2014

Researched about data mining algorithms and Microsoft SQL Server Analysis Services. Then, applied the algorithms to analyse real databases such as: giaothong247.com, Adventure Work, Poker Hand, and Census Income.

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