MINH VU

I have a huge passion in science and technology and I often keep myself in the loop of new and cutting edge techs. I am somewhat of a perfectionist and always strive to improve myself such as trying to learn new things everyday. I am hoping to further my career by contributing to humanity and make the world a better place.

CONTACT

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@minhcovu
Minh Vu

SKILLS

Programming

Python
C++
HTML/CSS
LaTeX
Matlab

Software & Tools

autoCAD
ANSYS
Microsoft Office

Languages

Vietnamese
English
French

INTERESTS

Science and Technology
Aerospace
Chess
Rock Climbing
Gym

WORK HISTORY

01/2018 - 2/2019
Nongsanviets Ltd, Tan Quy Tay

General Manager

Facilitated and conducted business meeting with clients.
Created and managed landing page for the company.
Created and managed product labels for marketing.
Explored and assessed new business ventures and expansion.
Provided technical knowledge and aided in creating more efficient processing machinery.

EDUCATION

01/2016 - 12/2017
Trinity College Gawler Senior, Adelaide

Completed High School
SACE Certificate

ATAR: 97.6

02/2018 - Current
The University of Adelaide

Bachelor of Mechatronic Engineer and Bachelor of Computer Science

GPA : 5.9

GENERAL SKILLS

Adaptable | Fast Learner | Tech-savvy | Effective Collaborator | Dependable | Effective Communicator | Resilient | Business minded

PREVIOUS PROJECTS

Designing an emergency food storage unit to deploy in flooding regions (2018)
The project taught me a valuable experience of working effectively as a team, by taking responsibility and by leading by example. I learnt many important engineering techniques, additionally learning the importance of defining the right problems and solving such problems the right ways.

Designing an autonomous weather station to collect climate data in harsh regions of Antarctica (2020)
This project taught me how to critically analyse and transform clients' needs into concrete specifications that would meet those needs. It also taught me engineering design techniques and ability to analyse and compare potential solutions to the problem. Additionally, I learnt the significance of iterative design.

Integrating VR environment with a Stewart Platform to create a VR simulation that can help astronauts with situational awareness on the Lunar surface (on going honours project)
An ambitious project that will provide me with a lot of valuable experience on robotics, programming and even biomechanics.