

TECHNICAL SKILLS

.Net

C#

HTML5/JavaScript/CSS

Azure SQL Sever

PHP

SQL

Java

LC3 Assembly

VueJS

Native Android

Unity

MY PHU NGUYEN

Junior Software Developer

CAREER OBJECTIVE

I am a graduate software developer, with a strong academic background, who also have practical experience in Mobile and Web Development. I am currently looking for a graduate/junior software developer opportunity, which will allow me to work in a team of developers that will utilize my skills and experiences and contribute positively to the company.

QUALIFICATION

Bachelor of Computer and Information Sciences

AUT University

2017 – 2019

Current GPA: **8.5/9.0**

Some relevant papers:

Programming 1 & 2 (C/C++, Java): A+	Web Development: A
Data Structure and Algorithm: A+	IT Infrastructure : A+
Logical Database Design: A+	Distributed Mobile System: A
Software Development Practice: A+	Computer Network (CCNA1): A+

Transcript URL: <https://www.myequals.net/sharelink/d2ac4dc5-fbe6-4f8b-915f-c6f5efc0c929/31fc8780-c6bb-49c7-8132-49ec0e7e12a6>

WORK EXPERIENCE

Full-time Paid Automation Test Intern

Plexure

Nov 2019 – current

Duties

- In charge of designing and implementing SDK Regression Test Suites for both Android and IOS
- Technologies : Selenium, Appium, Specflow, Nunit, Entity Framework core and Microsoft Azure

Part time Tutor at BCIS Academy

AUT

Feb 2017 – Nov 2019

Duties

- Mentoring AUT's undergraduate students who study BCIS degree
- Tutoring students in papers such as Programming, Data Structure & Algorithm, Web Development and Distributed Mobile System.

PERSONAL DETAILS

My Phu Nguyen

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Visa status: Resident Visa

Linkedin:

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Github:

<https://github.com/nphumy98>

PROJECT EXPERIENCE

High-Flying (Android game develop during the Software Development Practice paper at AUT)

Github: <https://github.com/HicirTech/HighFlying>

Duties

- Using Unity as cross platform for developing a 3D Wingsuit game in Android (programming in C#)

PERSONAL SKILLS

Self-Starter

Problem solving

Can do attitude

Think out of the box

Critical thinking

- Development with Scrum Agile Process Framework
- Being responsible for movement features of the game character such as up, down, right, left, and jump
- Being responsible for game logic such as character health and speed
- Building some environments for games such as obstacles and bonus rings.

Achievement: my team is amongst 2 teams who achieve A+ for the paper.

Research and Development Project (Final university Project)

SmartPay.

May 2019 – Oct 2019

Duties

- Developing front-end for SmartPay system 2.0 with a team, under supervisor and mentor of SmartPay Developer Lead.
- Development with Scrum Agile Process Framework
- Using VueJS as the main framework for front-end.
- Building a fake backend by ExpressJS for front-end development testing

Achievement: The beta version of the system had been released after 6 months. URL: <https://frontend.b2c.prod.automation.smartpay.co.nz/>

HOBBIES

Football

Piano

Strategy games

PROGRAMMING SKILLS ACQUIRED WHILST STUDYING AND DOING PROJECTS

- Experience of working through all stages of SDLC and Agile (SCRUM).
- Have exposure to requirements gathering and concept of workflow.
- Have ability to learn and adapt to the changes and skill needed
- A methodical and structured approach to problem solving.
- Experience in using Github, Bitbucket for version control.
- Experience in making program with Java, C#, android application and web application.

REFERENCES

- Manasi Paul (Quality Practice Lead at Plexure). Email: manasi.paul@plexure.com Phone: 022 095 9097
- Carlos Rosa (Front-End Developer Lead at SmartPay). Email: carlos.rosa@smartpay.co.nz Phone: 027 269 9128
- Daniel Fruean (BCIS Academy Lead). Email: daniel.fruean@aut.ac.nz. Phone: 022 508 1840