**Vo Nguyen Mai Lan**

District 3, Ho Chi Minh City, Vietnam |

## Leadership Experience

**Curtin Media**                                                                                                **Singapore**

*Vice President*                                                                                        *Oct 2021 – Feb 2022*

- Managed all aspects of the editorial and photography services for Curtin Orientation Day, in association with the President Curtin Media,
- Interviewed Curtin's students about their perspective of study in Singapore
- Maintained rigorous standards for producing contents, set preparation to work effectively with other clubs

## Project Experience

**Skate to Home |** *Personal Project - School Project*                                                 **Australia**

*Game Developer*                                                                                        *Mar 2023 – Jun 2023*

- Website: https://nmlvo.itch.io/skate-to-home
- Team size: 1
- Developed the entire project using the Unity Game engine, showcasing proficiency in the game development and programming
- Demonstrated strong khowledge of game fundamentals, including making player movements, creating effects/partical art, and implementing multiple screens for an immersive experience
- Designed the game for all ages with simple gameplay, suitable music, and vivid graphics
- Created comprehensive documentation and a user guide, providing valuable resources for individuals interested in the game's development

**Tic Tac Toe |** *Custom Program – School Project*                                                     **Australia**

*Java Developer*                                                                                        *Apr 2023 – Jun 2023*

- Github: https://github.com/NickelodeanUzumaki/Tic-Tac-Toe-project
- Team size: 1
- Developed a Java program for Tic Tac Toe featuring an AI decision-making using the minimax algorithm, implemented a single class, TicTacToe, with constants and a 2D array for the game board
- 3x3 character array represents the board (X for human, O for AI, ' ' for empty), implemented difficulty levels by increasing the demension of the game board and expanded the number of methods accordingly
- Implemented game loop for alternating turns, determining wins, losses, or ties, and included helper methods for board intialization, console printing, and win/draw checkes
- User input validated during human turn, AI uses minimax algorithm for optional moves.

## Education

**University of Tasmania**                                                                                **Australia**

*Bachelor of Information and Communication Technology*                              *Commence Date: February 2023*

**Curtin College**                                                                                         **Singapore**

*Diploma of Commerce*                                                                          *Graduated Date: February 2022*

## Skills & Language

**Skills:** Microsoft Office, Basic Python and Java, Analytic

**Language:** Fluent in Vietnamese and English