

Albert Nguyen

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Objective:

Passionate third-year Software Engineering student with expertise in Java, JavaScript, C++, C#, and Data Structures and Algorithms. Eager to contribute as an engineering intern, bringing experience in delivering high-quality software in collaborative teams and a professional background from America's largest investment bank, J.P. Morgan.

Education:

Bachelor of Engineering (Honours) | Software Engineering **2022 to 2025 (expected)**

University of Technology Sydney, Ultimo, NSW

- 85 WAM, 6.42 GPA
- Dean's List Engineering 2023
- Relevant subjects: Data Structures & Algorithms (HD), Programming Fundamentals (HD), Applications Programming (D), Database Fundamentals (HD).

Certificate IV in Business **2022**

Australian College of Commerce & Management

- Completed as a part of the Apprenticeship Program with J.P Morgan Chase & Co.

Experience:

Software Engineer Intern | ANT61 **Mar 2025 – Jun 2025**

- Designed telemetry visualisation and data tracking tools using **React and TypeScript** for a live satellite communication system.
- Deployed **serverless AWS Lambda** functions to validate and repair real-time data payloads.
- Integrated **GraphQL APIs** for efficient satellite telemetry communication between systems.
- Developed modular **ROS2** software components for robotic motion planning using **C++ and MoveIt**.
- Engineered data interfaces to translate structured joint commands into hardware-executable CAN signals.
- Collaborated with the Embedded Software Team and conducted intern recruitment interviews.

Data Analyst & Financial Analyst (Full-Time) | J.P Morgan Chase & Co. **Mar 2020 – Apr 2023**

- Created automation scripts to enhance data quality check workflows.
- Leveraged SQL for data manipulation and to improve the efficiency of financial reporting processes.
- Communication with internal global stakeholders to resolve operational issues.

Projects:

2D Platformer Game:

- Nominated for an award at the [2024 UTS Student Games Showcase](#).
- Created using **Unity**, creating a custom physics system for movement and collision logic.
- Conducted detailed playtests to gather player feedback and refine gameplay, demonstrating a **commitment to user needs** and a **priority on user experience**.
- Lead the development team to produce the game in 6 weeks, showcasing **technical expertise** and **collaborative skills**.

- Playable at: <https://physwiz.itch.io/thedoveofmylife>.

Portfolio Website:

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

Skills:

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

Transferable Skills:

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

References:

Available upon request.