

Vanessa Phung Nguyen

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EDUCATION

M.Sc. in Engineering – Information and Communication Technologies

Aug 2019 – present

Lunds Tekniska Högskola, Lund, Sweden

Specialising in Usability and Design. Relevant Coursework: Concurrent programming, Web Security, Interaction Design, Virtual Reality, Artificial Intelligent

Exchange Studies – Software Engineering

2023

Polytechnique Montréal, Montréal, Canada

Relevant Coursework: Advanced Cloud Computing, Software Architecture and Advanced Design, Software Quality.

WORK EXPERIENCE

Software Developer Intern, Axis Communications | Front End Development

2023

- Responsible for developing an internationalization feature that enable right-to-left languages for a web application. Developed using React with TypeScript.
- Effectively utilized Git for version control and managed project tasks and workflows with transparency and accountability using Jira.
- Improved app functionality and increased user experience and satisfaction.

RECENT PROJECTS

Amazon Web Services | Cloud Computing

2023

- Deployed multiple instances of Flask applications and clusters of MySQL databases using AWS.
- Familiar with using AWS to create virtual machines for different purposes.

A musical VR Experience – Malmö Live | Virtual Reality Development

2023

- Developed a VR application for musical experiences in collaboration with Capgemini using Unity and Blender. Through hand gestures and interactions, users can manipulate sounds, play instruments, and immerse themselves in the music in various virtual environments.
- The application provided joy and ease of use for users of all ages, contributing to its high user satisfaction.

To Be a Robot | Virtual Reality Development

2023

- Developed a multiplayer game in Virtual Reality for cognitive research using Unity and Photon Pun. The game involves two players building a tower with restricted visual perception.
- The research paper and the final product achieved the highest score on the course project.

Äggstafett/ Egg Relay | Mobile Game Development

2022

- Developed an Android mobile game using Android Studio with Java.
- The game involves players balancing an egg on a spoon and competing with others.
- The final product achieved overall satisfaction from users and highest score on the course project.

Plants & Stuff | Web Development

2021

- Developed an e-commerce website using PHP and MySQL for backend.
- The website enables users to create accounts, log in, browse, and purchase plants and garden tools.
- The final product achieved approval in security assessment.

OTHER WORK EXPERIENCE

Kitchen Assistant, Viet Cuisine

2016 – 2023

Responsible for handle bookings, payments, taking orders, and serving food to customers. Assisted kitchen staff with food preparations when needed.

Cashier, Salon Sköналund

2018

Handled bookings and payments.

Volunteer, Ragnvallagården Nursing Home

2015

Prepared and served breakfast and lunch to the residents. Helped organize and participated in different outdoor/indoor activities with the residents.

KEY SKILLS

Programming languages:

Java, JavaScript, TypeScript, Python, PHP, C#, C++, SQL

Areas:

UX/UI Design, VR Development, Software Development, Front end Development, React, Angular, VueJS, NodeJS, MySQL, Android Studio, Unity, Figma, AWS, Agile & SCRUM.

Languages:

Swedish: Fluent Proficiency

English: Fluent Proficiency

Vietnamese: Native Proficiency

French: Elementary Proficiency