

## EDUCATION

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| August 2019 – present       | <b>M.Sc in Engineering – Information and Communication Technology<br/>Lund University, Lund</b><br>Specialising in Usability and Design. Relevant Coursework: Concurrent programming, Web development, Interaction Design, Virtual Reality, Artificial Intelligent. |
| August 2023 – December 2023 | <b>Exchange Studies – Polytechnique Montréal, Canada</b><br>Studied one term in Montreal, Canada. Relevant Coursework: Cloud Computing, Software Quality Engineering, Software Architecture and Advanced Design.                                                    |

## WORK EXPERIENCE

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| June 2023 – August 2023 | <b>Summer worker, Axis Communications   Front End Development</b> <ul style="list-style-type: none"><li>Responsible for developing a new feature that enable right-to-left languages for a web application.</li><li>Used Figma to design UX components for this feature.</li><li>Used React for the development of this feature.</li><li>Well accustomed to using Git, Jira, and other SCRUM practices.</li></ul> |
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## PROJECTS

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| August 2023 – December 2023 | <b>Amazon Web Services   Cloud Computing</b> <ul style="list-style-type: none"><li>Deployed multiple instances of Flask applications using AWS.</li><li>Deployed a cluster of MySQL databases using AWS.</li><li>Familiar with using AWS to create virtual machines for different purposes.</li></ul>                                                                                           |
| January 2023 – June 2023    | <b>A musical VR Experience – Malmö Live   Virtual Reality Development</b> <ul style="list-style-type: none"><li>Developed a VR application for musical experiences in collaboration with Capgemini using Unity and Blender.</li><li>The application enables users to manipulate sounds, play instruments and experience music in a virtual environment with the use of hand tracking.</li></ul> |
| August 2022 – January 2023  | <b>To Be a Robot   Virtual Reality Development</b> <ul style="list-style-type: none"><li>Developed a multiplayer game in Virtual Reality for research purposes using Unity and Photon Pun. The game involves two players building a tower with restricted visual perception.</li><li>The research paper and the final product achieved the highest score on the course project.</li></ul>       |
| January 2022 – June 2022    | <b>Äggstafett   Mobile Game Development</b> <ul style="list-style-type: none"><li>Developed an Android mobile game using Android Studio. The game involves players balancing an egg on a spoon and competing with others.</li><li>The final product achieved overall satisfaction from users and highest score on the course project.</li></ul>                                                 |
| August 2021 – January 2022  | <b>EcoFinder   UX Design</b> <ul style="list-style-type: none"><li>Designed a conceptualize prototype for a mobile application using Figma.</li><li>End product achieved over 90% satisfaction from usability testing.</li></ul>                                                                                                                                                                |

August 2021 –  
November 2021

### Plants & Stuff | Web Development

- Developed an e-commerce website using React. The website enables users to browse and purchase plants and garden tools.
- The final product achieved approval in security assessment and highest score on the course project.

## OTHER WORK EXPERIENCE

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June 2016 –  
June 2024

### Kitchen Assistant, Viet Cuisine

Responsible for taking orders, serving food to customers and ensure that all payments are collected. Assisted kitchen staff with food preparations when needed.

June 2018 –  
August 2018

### Cashier, Salon Sköналund

Handled bookings and payments.

June 2015 –  
July 2015

### Volunteer, Ragnvallagården Nursing Home

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

## SKILLS

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### LANGUAGES

Swedish:	Native Proficiency
Vietnamese:	Full Professional Proficiency
English:	Full Professional Proficiency

### TECHNICAL COMPETENCES

Programming languages:	Java, JavaScript, TypeScript, Python, C Sharp, C++
Areas:	UX/UI Design, VR Development, Software Development, Front end Development, React, VueJS, NodeJS, SQL, Android Studio, Amazon Web Services.

### REFERENCES

References available on request.