Vanessa Phung Nguyen

Vanessa Phung Nguyen
Ällingavägen 14, Lund
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💼 portfolio
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EDUCATION

M.Sc. in Engineering – Information and Communication Technology **Lund University, Lund** Specialising in Usability and Design. Relevant Coursework: Concurrent programming, Web Security, Interaction Design, Virtual Reality, Artificial Intelligent	Aug 2019 – present
Exchange Studies – Polytechnique Montréal, Canada Studied one term in Montreal, Canada. Relevant Coursework: Cloud Computing, Software Quality Engineering, Software Architecture and Advanced Design.	Aug 2023 - Dec 2023

WORK EXPERIENCE

Software Developer Intern, Axis Communications | Front End Development	Jun 2023 – Aug 2023

- Responsible for developing an internationalized 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 engagement and satisfaction.

RECENT PROJECTS

Amazon Web Services | Cloud Computing	Aug 2023 – Dec 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	Jan 2023 – Jun 2023

- Developed a VR application for musical experiences in collaboration with Capgemini using Unity and Blender.
- The application enables users to manipulate sounds, play instruments and experience music in a virtual environment with the use of hand tracking.

To Be a Robot | Virtual Reality Development	Aug 2022 – Jan 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 | Mobile Game Development	Jan 2022 – Jun 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	Aug 2021 – Nov 2021

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

OTHER WORK EXPERIENCE

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.	Jun 2016 – Jun 2023
Cashier, Salon Skönalund Handled bookings and payments.	Jun 2018 – Aug 2018
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.	Jun 2015 – Jul 2015

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SKILLS

Technical competences

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

Languages

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

REFERENCES

References available on request.