

## EDUCATION

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August 2019 –  
present

### **M.Sc in Engineering – Information and Communication Technology Lund University, Lund**

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

August 2023 –  
December 2023

### **Exchange Studies – Polytechnique Montréal, Canada**

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

### **Summer worker, Axis Communications**

- Responsible for developing a new feature that enable right-to-left languages for a web tool.
- Used Figma to design UX components for this feature.
- Used React for the development of this feature.
- Well accustomed with using Git as version control, Jira as a tool for tracking workflows and other SCRUM practices.

## PROJECTS

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August 2023 –  
December 2023

### **Amazon Web Services, Cloud Computing**

- Deployed multiple instances of a web application using AWS.
- Deployed a cluster of MySQL databases using AWS.
- Familiar with using AWS to create virtual machines for different purposes.

January 2023 –  
June 2023

### **A musical VR Experience – Malmö Live, Virtual Reality Development**

- 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.

August 2022 –  
January 2023

### **To Be a Robot, Virtual Reality Development**

- Developed a multiplayer game in Virtual Reality for research purposes using Unity and Photon Pun.
- The research paper and the end product achieved the highest score on the course project.

January 2022 –  
June 2022

### **Äggstafett, Mobile Game Development**

- Developed an Android mobile game using Android Studio.
- End product achieved overall satisfaction from users and highest score on the course project.

August 2021 –  
January 2022

### **EcoFinder, UX Design**

- Designed a conceptualize prototype for a mobile application using Figma.
- End product achieved over 90% satisfaction from usability testing.

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August 2021 –  
November 2021

### **Plants & Stuff, Web Development**

- Developed an e-commerce website using React.
- End product achieved approval in security assessment and highest score on the course project.

## **OTHER SKILLS**

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### **LANGUAGES**

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

### **TECHNICAL COMPETENCES**

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

### **REFERENCES**

References available on request.