Vanessa Phung Nguyen

Vanessa Phung Nguyen
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EDUCATION

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

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

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.

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

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.