Vanessa Phung Nguyen

Vanessa Phung Nguyen
Ällingavägen 14, Lund
t: +46 769 33 18 60
🖼: portfolio
e: vanessavy.nguyen@outlook.com

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 | Front End Development** • Responsible for developing a new feature that enable right-to-left languages for a web application. • Used Figma to design UX components for this feature. • Used React for the development of this feature. • Well accustomed to using Git, Jira, and other SCRUM practices.

PROJECTS

August 2023 – December 2023	**Amazon Web Services | Cloud Computing** • Deployed multiple instances of Flask applications 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 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.
January 2022 – June 2022	**Äggstafett | Mobile Game Development** • Developed an Android mobile game using Android Studio. 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.
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

June 2016 – June 2023	**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 Skönalund** 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

LANGUAGES

Swedish	Native Proficiency
English	Full Professional Proficiency
Vietnamese	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.