


# Vanessa Phung Nguyen

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## EDUCATION

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**M.Sc. in Engineering – Information and Communication Technologies**  
*Lunds Tekniska Högskola, Lund, Sweden*

Aug 2019 – present

Specialising in Usability and Interaction Design. Relevant Coursework: Concurrent Programming, Web Security, Advanced Interaction Design, Virtual Reality, Virtuality and Cognitive Modelling, Artificial Intelligent.

**Exchange Studies – Software Engineering**  
*Polytechnique Montréal, Montréal, Canada*

Aug 2023 – Jan 2024

Relevant Coursework: Advanced Cloud Computing, Software Architecture and Advanced Design, Software Quality.

## WORK EXPERIENCE

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**Software Developer Intern, Axis Communications | Front End Development**

Jun 2023 – Aug 2023

- Responsible for developing an internationalization 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 experience and satisfaction.

## RECENT PROJECTS

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**Amazon Web Services | Cloud Computing**

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**

2023

- Developed a VR application for musical experiences in collaboration with Capgemini using Unity and Blender. Through hand gestures and interactions, users can manipulate sounds, play instruments, and immerse themselves in the music in various virtual environments.
- The application provided joy and ease of use for users of all ages, contributing to its high user satisfaction.

**To Be a Robot | Virtual Reality Development**

2022

- 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/ Egg Relay | Mobile Game Development**

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**

2021

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

## OTHER WORK EXPERIENCE

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**Kitchen Assistant, Viet Cuisine**

2016 – 2023

Responsible for handle bookings, payments, taking orders, and serving food to customers. Assisted kitchen staff with food preparations when needed.

**Cashier, Salon Sköналund**

2018

Handled bookings and payments.

**Volunteer, Ragnvallagården Nursing Home**

2015

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

## KEY SKILLS

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### Programming languages:

Java, JavaScript, TypeScript, Python, PHP, C#, C++, SQL

### Areas:

UX/UI Design, VR Development, Software Development, Front end Development, React, Angular, VueJS, NodeJS, MySQL, Android Studio, Unity, Figma, AWS, Agile & SCRUM.

### Languages:

**Swedish:** Fluent Proficiency

**English:** Fluent Proficiency

**Vietnamese:** Native Proficiency

**French:** Elementary Proficiency