

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 <ul style="list-style-type: none">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 to using Git, Jira and other SCRUM practices.
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PROJECTS

August 2023 – December 2023	Amazon Web Services, Cloud Computing <ul style="list-style-type: none">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 <ul style="list-style-type: none">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 <ul style="list-style-type: none">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 <ul style="list-style-type: none">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 – January 2022	EcoFinder, UX Design <ul style="list-style-type: none">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. 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 2024

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 Sköналund

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
Vietnamese:	Full Professional Proficiency
English:	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.