

VIET DOAN

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EXPERIENCE

Software Developer Lead / Mentor

Quicksite Guru

June 2024 - Present

Melbourne VIC, Australia

- Mentored a team of 20 Web Developer Interns by providing detailed design feedback, coding support, and technology usage assistance, fostering skill development and encouraging professional growth.
- Interviewed prospective interns to thoroughly assess their qualifications and authored comprehensive README instructions on GitHub repositories to effectively guide new interns in project setup and on-boarding processes.
- Integrated APIs to develop a domain purchasing page, enabling real-time availability checks and pricing.
- Automated Deployment with a .yaml file for Firebase test environment and showcased continuous integration with GitHub Actions.

Web Designer / HTML Dev Intern

Quicksite Guru

April 2024 - June

Melbourne VIC, Australia

- Adept at identifying and reporting bugs, as well as submitting feature requests to improve the company's product, demonstrating a strong commitment to product enhancement.
- Proactively participated in weekly meetings, providing constructive feedback to peers and incorporating feedback received to improve work quality and performance.
- Successfully created a versatile and reusable multi-paged website template that implements responsive design principles for optimal user experience. Aimed to be easily customized for various clients and project.

Service Staff

Brunetti Oro

Jan 2021 - Sep 2023

Melbourne VIC, Australia

- **Leadership:** Trained and supervised new staff. Assigned team members to sections with respect to their strengths and optimized workflow.
- **Teamwork:** Member of a diverse multi-disciplinary team all focused on maintaining clear communication and prioritization to increase efficiency.
- **Professional Customer Service:** Provided friendly and professional customer service to 300+ customers most shifts in a fast-paced environment.
- **Working Under Pressure:** Maintained excellent services to 150+ customers during office lunch peak hour, while being flexible with different roles in different sections to adjust to being understaffed.

PROJECTS

Email Client (University Project)

Build a simple email client that downloads and parses email from a standards-compliant IMAP server. Build the project through socket programming and following the guidelines of [RFC 3501](#) (Requests for Comments) standards. Developed the connections supporting both IPv6 and IPv4. The input arguments will specify for the server to write command lines and retrieve particular content of the email such as subject, date, MIME (Multimedia Internet Mail Extension) and print out the plain ASCII version of the message.

Languages & Tools: C Programming Language, Makefile

LuckyThirteen Card Game (University Project)

Refactor a digital card game and developing an AI Clever computer to play the game. The goal was to improve the game's structure and maintainability, while creating an AI that could track discarded cards and use statistics and probabilities to maximize its score. Through refactoring, I broke down the code into smaller components, and designed Clever to inform its decision-making with discarded card data and statistical analysis.

Languages & Tools: Java, Object-Oriented Programming, UML Notations and Diagrams

Personal Art Gallery

Built a website to display personal art and design. The project was create by integrating design skills with web development skills to create an elegant and sophisticated website that matches with the design's theme and layout to provide a clean and intuitive user interface that highlights the art design while maintaining smooth navigation and interactive features. Viet's Koi Corner design was one of the 17 Visual Communication Design work that was selected to be awarded with [Top Design 2021](#) and to be displayed at for the exhibition at the Melbourne Museum.

Website: koicorner.art

Languages & Tools: HTML, CSS, JavaScript

EDUCATION

Bachelor of Science (Computing and Software System)

The University of Melbourne

Expected November 2024

Parkville, Melbourne, Australia

- **Relevant Coursework:** Algorithms and Data Structure, Database Systems, Object-Oriented Software Development, Informational Security and Privacy

EXTRA-CURRICULAR ACTIVITIES & CERTIFICATIONS

Cyber Security Management Job Simulation

April 2024

ANZ Australia

- Completed a simulation focussed on identifying cybersecurity threats at ANZ.
- Investigated e-mails to report suspicious items.
- Analysed a Packet Capture file using an open source tool to identify and investigate any potential threat.

Introduction to Software Engineering Job Simulation

February 2024

Commonwealth Bank

- Complete a job simulation involving web development and cybersecurity for the Commonwealth Bank Software Engineering Program.
- Developed proficiency in HTML and CSS, leveraging these languages to create and style a responsive web page adhering to specific branding guidelines.
- Acquired foundational knowledge in financial cybersecurity principles, synthesizing complex information into clear, actionable advice for enhancing client security.
- Explored web hosting security measures, drafting a comprehensive proposal on secure hosting practices to accommodate future website expansions and protect against potential cyber threats.

Engineering Virtual Experience

December 2023

J.P. Morgan Chase & Co

- Set up a local dev environment by downloading the necessary files, tools, and dependencies.
- Fixed broken files in the repository to make web application output correctly.
- Used JPMorgan Chase's open-source library of 'Perspective' and Python to generate a live graph that monitor stock price trends that displays the data feed in a clear and visually appealing way for traders to monitor.

SKILLS

Languages

Fluent in English and Vietnamese

Coding

Python, Java, C, MySQL, HTML, CSS, JavaScript, React JS, Tailwind CSS, Typescript

Tools

Git, GitHub Actions, Bash, Figma, Matlab, UML Notations & Diagrams, Adobe Illustrator

REFERENCES

Available upon request