

# DU VAN NGUYEN

GRADUATE SOFTWARE  
ENGINEER

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## SUMMARY

I am a recent Computer Science graduate and former Game Developer Intern. With my passion for problem-solving, I have made it my goal to become a software developer. Despite being new to the industry, I am always eager to learn more and improve my skills as I believe it is important to quickly adapt in this forever changing world of technology.

## WORK EXPERIENCE

### EDUCATION NETWORK GROUP - HAWTHORN

(February 2025 - December 2025)

Game Developer

- Practiced **Agile methodologies**, including sprint planning, daily standups, sprint reviews, and retrospectives in team-based projects.
- Developed a complete game from initial design discussions to implementation and user testing in **Unity (C#)**.
- Obtained **leadership skill** through leading a cross-functional student development team.

### GIRL'S PROGRAMMING NETWORK - MELBOURNE

(June 2025)

Programming Tutor (Voluntary)

- Volunteered as a **programming tutor**, mentoring young girls (Year 12 and below) in foundational coding skills.

### WOOLWORTHS SUPERMARKET - OAKLEIGH SOUTH

(July 2023 - Present)

Sales Team Member and Online Personal Shopper

- Picked and packed online orders with speed and precision in a fast-paced retail environment.

## EDUCATION

### SWINBURNE UNIVERSITY OF TECHNOLOGY (2023 - 2025)

GPA 3.3

Bachelor of Computer Science (Software Development)

## AWARDS

- Swinburne International Excellence Undergraduate Scholarship.
- 3rd Place of Innovative Marketer Competition, awarded by Vingroup Vietnam.

## PROJECTS

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### KOIOLOG | GAME TRACKER

[Website Link](#)

- An end-to-end web application build for a game community that help users review and track game and game releases.
- Tech Stack:
  - Back-end: Postgres, Flyway Migration, Kotlin
  - Front-end: Typescript, Vite, React, Storybook, Tanstack Query, Tailwind CSS
  - Other Software: Jira
- What I learned:
  - Collaborated using **Git workflows**, including **creating, reviewing, and merging Pull Requests**. Additionally, utilizing other features of Git like **cherry-pick** to pick commits and avoid major conflicts.
  - Developed a full **end-to-end product**, understanding the complete lifecycle from **database design to production deployment**.
  - Worked with layered back-end architecture (**Database → DAO → Repository → Service**) to build scalable and maintainable systems.
  - Wrote **unit tests and mock tests** to validate functionality and ensure reliable code.
  - Working in an **agile team environment** using **Jira** for task tracking.

### WEATHER PREDICTION APPLICATION

[GitHub Link](#)

- A university project made to predict weather patterns and electricity usage. This project involved developing machine learning models to learn weather data and electricity data then predict the patterns.
- Tech Stack:
  - Model: Python, Classification Model, Polynomial Regression Model
  - Back-end: Python, FastAPI
  - Front-end: Javascript, React, Tailwind CSS

### LLMS PROJECT

[GitHub Link](#)

- My personal project aiming to learn how to build and understand large language model (from scratch).
- Tech Stack: Python, PyTorch.

### PORTFOLIO WEBSITE

[GitHub Link](#) | [Website Link](#)

- A responsive website with fun animations created for introducing myself and showcasing projects.
- Tech Stack: Astro, Javascript, Tailwind CSS