

Vincent Nguyen

M: 0451728003 | LinkedIn: www.linkedin.com/in/vincent-nguyen8/ | Email: vvvincent288@gmail.com

EDUCATION

University of New South Wales | *Bachelor of Computer Science, WAM: 92.435* 2021 – 2024

- Dean's Award 2021, 2023– Top 100 in Computer Science and Engineering Cohort
- 99 HD | COMP6080 Web Front-End Programming
- 98 HD | COMP2521 Data Structures and Algorithms (9th in Course)
- 98 HD | COMP2511 Object Oriented Design and Programming (8th in Course)

Freeman Catholic College | *Higher School Certificate, ATAR: 99.75* 2015 – 2020

WORK EXPERIENCE

Atlassian – Software Engineer *Feb 2025 – Present*

- Modernised and migrated legacy platform capabilities to next-generation systems, enabling large-scale app migrations
- Built customer-facing tooling to support seamless upgrades across over 100,000 global app installations

Atlassian – Software Engineering Intern *Nov 2023 – Feb 2024*

- Implemented networking capabilities on service with high traffic volumes of up to 2000000 requests per second.
- Integrated comprehensive, cloud-based application into existing codebases for performance monitoring & error tracking
- Rectified a critical bug in company-wide software, significantly enhancing system reliability and optimizing overall performance

Macquarie Group – Software Engineering Intern *Jan 2023 – Sep 2023*

- Utilised Prometheus, Grafana and Loki logs and metrics to cut computing and memory costs by \$1200000.
- Implemented API endpoints and refactored large-scale Java backend to satisfy updated business requirements.

Optus – Software Engineering Intern *Jul 2022 – Dec 2022*

- Migrated legacy pipelines and procedures by building a NodeJS backend and React frontend to increase workflow efficiency by over 200%.
- Designed and developed tactical solution in a NodeJS backend, consumed up to 10000 times with 100% success rate.
- Scripted pipelines to automatically build and deploy project Docker images, reducing deployment times by over 100%.

PROJECTS

Dungeon Mania <https://github.com/CSVince/Dungeonmania>

- Game built in Java supporting a plethora of features such as battle, time-travel, consumables, and persistence awarded a final mark of 100%.
- Refactored an existing monolithic code repository utilising various design patterns and implemented new functionality.

Microsoft Teams Clone <https://github.com/CSVince/MockTeams>

- Python web application with a functioning frontend and backend mimicking functionality of Microsoft Teams, receiving a final mark of 93.
- Leveraged Flask framework to implement series of RESTful APIs, practising the agile methodology and test-driven development.

LEADERSHIP/VOLUNTEER EXPERIENCE

UNSW Engineering Society – Vice President of Careers *Oct 2022 – Dec 2023*

- Liaised with industry sponsors to organise professional development events with a satisfaction rate of 90+%.
- Executed various events including workshops, large scale networking events and site visits, with up to 100 attendees.
- Lead and manage a director and subcommittee team of 10 individuals.

SKILLS

Languages: English (Native), Vietnamese (Intermediate)

Technical Skills: C, Python, MIPS, Git, Java (Object Oriented Programming), React, JavaScript/Typescript, Golang, Rust, Express, Node, Jest, JUnit, CI/CD, Ansible, Argo CD, Rancher, Agile Methodology, Full-Stack Development, Grafana, Prometheus, Loki, RESTful API Design, Splunk, SignalFX