



NGUYEN MINH KHANH

PART-TIME LECTURER

ABOUT ME

I am a Computer Science undergraduate with a strong passion for teaching and STEAM education. I am interested in helping children and young learners understand technology through simple, engaging, and hands-on approaches. Through web and game development projects, I have experience explaining project structures and technical concepts in a clear and easy-to-understand way during project handovers, which builds a foundation for teaching and mentoring.

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📅 04/08/2004

📍 Tan Kieng, District 7 , HCM City

EDUCATION

Bachelor of Computer Science at Ton Duc Thang University (2022-2026)
GPA: 8.13 / 10

TOOLS & TECHNOLOGIES

- **Programming:** JavaScript, Java, Python, C, C#
- **Web:** ReactJS, Vite, Tailwind CSS, NodeJS
- **Game:** Unity, Godot
- **Database & API:** MongoDB, SQL, Postman
- **Tools:** Git, GitHub, GitLab, Figma

Languages

Vietnamese	Native
English	PET B1

ACADEMIC PROJECTS

Unity Game Project

09/2025 - 11/2025

Role: Designer, Developer, Tester

Technologies: Unity, C#

Description: Developed a 3D game with core gameplay mechanics and scoring logic; designed UI/UX flow and performed manual testing to improve player experience.

POS Website System

01/2025 - 04/2025

Role: Frontend Developer & Tester

Technologies: ReactJS, JavaScript, TailwindCSS, Material UI

Description: Built a Cosmetics POS web application with product and order management; designed the Admin Dashboard and conducted manual testing to improve UI/UX and usability.

Android Banking App

03/2025 - 05/2025

Role: Developer, Tester

Technologies: Java, Android Studio

Description: A mobile banking simulation application following a client–cloud architecture, featuring user management, account and transaction handling, ticket booking, and basic location services.

Tasmania Management System

01/2024 - 03/2024

Role: Designer, Frontend Developer, Tester

Technologies: C#, ADO.NET, SQL Server, WinForms

Description: Worked on a company task management system, handling UI design, frontend implementation, and manual testing for core management and reporting features.

FOR MORE DETAILS

Scan the QR code to visit my GitHub profile, where you can find project source code and additional details not listed above.

