Mạnh Phan Huy

Curriculum Vitae

My Online Portfolio: "phanhuymanh.vercel.app"

Objective

I'm a software developer pursing a dream of someday I will make my own game. Right now, my working experience is still quite little, but I always desire to learn and discovery new thing. So I am excitedly looking forward to the next opportunity for gaining more practical skill.

Education

2019-Present   **Software Engineer**, 4th *year student at University of Information Technology, VNUHCM.*

Coding Experience

May 2021 - Jul 2021   **[Course Project]Messenger App**
Java Back-end Dev
Main Responsibilities:
- Design chatting real-time database
- Build User and Group messenger

Nov 2021 - Dec 2021   **[Course Project]Flappy Bird Clone**
Unity Full-stack Dev
Main Responsibilities:
- Build full game with Unity
- Design PlayFab database
- Add feature: Buy skin, Leaderboard, Authentication

Apr 2022 - Jun 2022   **[Course Project]App Review Film**
C# Full-stack Dev
Main Responsibilities:
- Design database
- Build desktop app with WPF

Jul 2022 - Jul 2022	**[Personal Project]My portfolio** JavaScript Front-end Dev **Main Responsibilities:** - Build website with NextJs

Skill

Language	C#, Java, JavaScript.
Framework	.Net Core & Framework, NextJs, React Native, Unity,
Database	Firebase, SQL, MongoDB, Supabase

Languages

English	**IELTS Academic overall 6.5**

Interests

- Basketball   - Video games