




Bui Hong Bao

Web Developer Intern

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OBJECTIVE

As a third-year Software Engineering student at the University of Saigon, I am seeking an internship position to enhance my skills and gain practical experience in backend development. My goal is to apply my knowledge of programming languages, frameworks, and databases to real-world projects and develop the expertise needed to become a proficient backend developer.

EDUCATION

Sai Gon University <i>Information Technology, major in Software Engineering</i>	Oct, 2021 - Present <i>Current GPA: 3.71/4.0</i>
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SKILLS

Languages: JavaScript, Python
Frameworks and Libraries: Node.js, Express.js, Flask, Django
Databases: MySQL, MongoDB
Development Tools: Git, GitHub, VS Code, PyCharm
API: RESTful APIs, Fetch API
Documentation: Ability to read and understand English documentation
Diagramming: Use case diagrams, Entity-Relationship Diagrams (ERD), Class diagrams, Sequence diagrams, Activity diagrams
Soft Skills: Teamwork (Agile/Scrum), Problem solving, Critical and analytical thinking, Time management, Adaptability

PROJECTS

Carbon <i>Flutter, Dart, Supabase, APIs (INRIX, Google Maps), Git, Unix Shell, VS Code</i>	Nov. 2023
<ul style="list-style-type: none">Team project for the INRIX Hack 2023 Hackathon, earned Honorable MentionDeveloped a social media mobile app to gamify eco-friendliness using the INRIX APILearned how to use Flutter in conjunction with backend databases and APIs	
ChatBuzz <i>TypeScript, HTML/CSS, Webpack, API (Twitch), Git, Unix Shell, VS Code</i>	May 2023 – Present
<ul style="list-style-type: none">Developed a full-stack web application for Twitch livestreamers to display repeated chat messages on OBSExperimented with Twitch API's OAuth Access Tokens to get chat data from the given channelCollaborated with livestreamers to get feedback and suggested featuresSolved problems relating to asynchronous tasks	
FoodDropper <i>Java, Maven, API (Spigot), Git, IntelliJ IDEA</i>	Aug. 2022
<ul style="list-style-type: none">Developed a Minecraft server plugin to limit players to one way of replenishing their hunger barUsed persistent data containers to save and load data, ensuring that it persists across plugin resetsOptimized UX e.g. sound design, food drop timing, supplied saturation level, and addressed potential workarounds	