NGUYEN TRAN TUAN KHANG

SOFTWARE DEVELOPER

INFORMATION

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- 📅 26/11/2004

IT SKILLS

- Programming Languages: Java (main), SQL
- Backend: Spring Boot, WebSocket
- Mobile: Android (Java, SQLite)
- Frontend: React (basic)
- Databases: SQLite, MySQL
- Tools: Git/GitHub, Ubuntu (basic)

SOFT SKILLS

- Teamwork
- Communication
- Time management

LANGUAGES

- English – Intermediate (≈ IELTS 6.0)
- Japanese – Intermediate (≈ JLPT N3)

CAREER OBJECTIVE

Information Technology student at FPT University, aiming to build a career in software development. Currently focusing on Java and backend technologies, while being open to expanding knowledge in frontend and other relevant tools when required. Always eager to learn, improve skills, and contribute to real-world projects.

EDUCATION

FPT University   2022 - Present
Major: Information Technology
Current GPA: 7.0 / 10
Expected Graduation: February 2026

ACADEMIC TEAM PROJECTS

Fast Food Ordering App
- Github (Team Project): **https://github.com/KhangNTT/Mobile-Fast-Food-Shop**
- Group project simulating a food delivery app inspired by ShopeeFood.
- Developed core features: cart management, quantity adjustment, and order tracking.
- Experimented with integrating Stripe payment to understand transaction workflows.
- Technologies: Java, Android Studio, SQLite, NodeJS (basic).

Glamping Platform Backend
- Github (Team Project): **https://github.com/KhangNTT/glamping**
- Group project developing backend for a glamping (camping rental) platform.
- Implemented backend with Spring Boot (Java).
- Implemented a real-time chat function between campers and hosts using WebSocket, with chat history stored on an Ubuntu server.
- Built basic APIs for user management and booking.
- Technologies: Java, Spring Boot, WebSocket, MySQL, Ubuntu.