

NGUYEN QUOC DAT - BACKEND DEVELOPER

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github.com/Datdater

I am aspiring to become a Software Engineer and am currently focused on enhancing my knowledge in the field of technology, particularly in backend development. With a strong foundation in logical processes, I am confident in my ability to tackle complex problems and develop innovative solutions.

EDUCATION

Software Engineering

Sep 2021 - Present

FPT University

GPA: 8.7/10

- Achieve the Four Prize in the FPT Olympiad Mathematic Contest
- Achieve the 100%+ Academic Scholarship

SKILLS

Programming languages: C#, Java

Tools: PostgreSQL, SQL Server, Redis, Docker, Git, Jira, Jenkins, Selenium

Backend: Spring boot, ASP.Net

Frontend: HTML, CSS, Javascript, TailwindCSS, Bootstrap

Soft skills: Teamwork, Communication, Adaptability, Problem-solving, Analytical thinking

Other: Good understanding of OOP concepts, MVC pattern, SOLID principles, N-tier architecture.

WORK EXPERIENCE

Digital Transformation Intern

Sep 2024 - Feb 2025

Schneider Electric

VietNam

- Designed and developed web pages, including UI implementation and layout optimization.
- Wrote and optimized SQL queries and stored procedures.
- Troubleshooted and resolved issues related to web applications and database integration.
- Worked with plant staff to build a web application that reports machine failures and statistics, helping team leaders track equipment status and increase efficiency by 50% over paper-based processes.

Tech: C#, ASP.NET, MVC, Razor page, Javascript, jQuery, Tailwind CSS, Bootstrap, SQL Server

PROJECTS

Shourai Game [↗](#)

Jan 2025 - Apr 2025

Shourai - An action RPG game with elemental powers and dynamic combat system.

Team size: 6

Role: Leader

Responsibility

- Designed and developed database architecture for saving game progress, user accounts, and inventory systems.
- Created RESTful APIs to facilitate communication between the game client and server backend.
- Implemented payment gateway integration to enable in-game purchases and premium content.
- Developed a companion website for account management and payment processing.
- Designed and coded one complete game level with unique challenges and enemies.

Tech used: Unity, C#, ASP.NET Core, React.js, PayOS, AWS, Docker, Git

Demo: <https://www.youtube.com/watch?v=DK-5eCg6-vE>

News Management [↗](#)

Mar 2025 - Mar 2025

Web application for managing university news and real-time change.

- Developed a **3-layer architecture** (Presentation, Business Logic, Data Access) for clean separation of concerns in a university news management system.
- Implemented **real-time notifications** with SignalR to broadcast updates when news items are added or modified.
- Built features including **category/news management, search, filtering, user management, and statistics dashboard** using EF Core and LINQ.
- Used **popup dialogs** for news/category creation and updates to improve user experience

Tech used: ASP.NET Core Razor Pages, SignalR, SQL Server, Docker, C#, LINQ

Link: <https://prn-222.food/NewsArticle/GetAll>

Diamond Valuation System [↗](#)

May 2024 - Jul 2024

Web application allows to create appointments for diamond appraisal and calculate diamond price based on attributes.

Team size: 4

Role: Team member

Responsibility

- Architected and designed the database to ensure robust and efficient data management.
- Developed APIs using the Spring Boot framework to facilitate seamless communication between the database and front-end services.
- Implemented data synchronization from an external website to ensure up-to-date and accurate diamond information (Crawl data).

Tech used: Java, Spring boot, React.js, SQL server, Docker, Nginx, Github Action, Selenium

Link: <https://diamond-valuation.vercel.app>

Demo: https://www.youtube.com/watch?v=zuISkbnCqCI&ab_channel=TuanPham