

Doan Phong Luu

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EDUCATION

SaiGon University

B.S. Information Technology

June 2026

Current GPA: 2.5/4.0

COURSEWORK

Courses: Object-Oriented Programming, Data Structures & Algorithms, Embedded Systems, Discrete Math, Linear Algebra, Calculus, Physics, Probability & Statistics

SKILLS

Languages: C/C++, Python, Java, JavaScript, HTML/CSS,

Tools: Git/GitHub, Eclipse, Netbeans, VS Code, IntelliJ CLion/PyCharm, Figma, AWS

Frameworks: React, Node.js, JUnit, WordPress, Material-UI, FastAPI

Libraries: NumPy, Pygame,

PROJECTS

Gun and Run | *Python with Pygame, VS Code*

Nov. 2024

- Team project for the Python Language Course, earned maximum score.
- Implemented game mechanics and logic using Python and Pygame.
- Learned about game and level design in video game.

Bookstore Manager | *Java, MySQL, Swing API, Socket Networking*

December 2024

- Developed a full-stack desktop application to help bookstore owners manage inventory, sales, and customer data.
- Implemented real-time data synchronization using socket networking.
- Designed an intuitive UI with Swing API for better user experience.
- Optimized database performance and ensured secure data transactions with MySQL.

MobileStop | *PHP, HTML/CSS, MySQL, Git, VS code*

February. 2025

- Developed a full-featured eCommerce website for selling phones, with separate admin and customer interfaces.
- Built a user-friendly storefront for customers to browse, search, and purchase products seamlessly.
- Designed an admin dashboard for managing inventory, orders, and user accounts efficiently.
- Implemented authentication, payment processing, and order tracking for a complete shopping experience.

EXPERIENCE

Hardware and Network Club | *Member*

Sept. 2023 – Present

Actively participate in workshops and projects focused on hardware design and networking fundamentals.

Advanced Computer Science and Mathematics Program | *Member*

2019 – 2020

ngage in in-depth learning of computer science concepts and advanced mathematics.

DCT1223 Charity | *Volunteer*

2022 – Present

Organize fundraising campaigns to support underprivileged children.

HOBBIES

Playing games

2013 – Present

Playing computer games while also learning about the fundamentals of game design

Provincial English Competition

Feb. 2013

Achieved second place in the provincial English competition for outstanding students.