

Doan Phong Luu

 github.com/DoanPLuu  doanpluu.com  linkedin.com/in/doanpluu  doanphongluu082@gmail.com

EDUCATION

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| SaiGon University <i>B.S. Information Technology</i> | June 2026 <i>Current GPA: 2.5/4.0</i> |
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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

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| Gun and Run <i>Python with Pygame, VS Code</i> <ul style="list-style-type: none">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. | Nov. 2024 |
| Bookstore Manager <i>Java, MySQL, Swing API, Socket Networking</i> <ul style="list-style-type: none">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. | December 2024 |
| MobileStop <i>PHP, HTML/CSS, MySQL, Git, VS code</i> <ul style="list-style-type: none">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. | February. 2025 |

EXPERIENCE

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| Hardware and Network Club <i>Member</i> Actively participate in workshops and projects focused on hardware design and networking fundamentals. | Sept. 2023 – Present |
| Advanced Computer Science and Mathematics Program <i>Member</i> Engage in in-depth learning of computer science concepts and advanced mathematics. | 2019 – 2020 |
| DCT1223 Charity <i>Volunteer</i> Organize fundraising campaigns to support underprivileged children. | 2022 – Present |

HOBBIES

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| Playing games Playing computer games while also learning about the fundamentals of game design | 2013 – Present |
| Provincial English Competition Achieved second place in the provincial English competition for outstanding students. | Feb. 2013 |