WORK EXPERIENCE

03-2023 - 05-2023

Leader

PROJECT DATABASE - LIBRARY MANAGEMENT SYSTEM

- Technology: Figma - Type Project: Team (2 people).
- Design and implement a database using MySQL to effectively retrieve, store and secure data in the system.
- As well as accessing data in the database using commands in SQLserver: View, Function, Process and Trigger to easily search data effectively.

10-2023 - 01-2024

Role: Leader

PROJECT WEB - DRUMSTORE WEBSITE (GITHUB: OURPROJEC

- Technology: JSP Servlet - JDBlConnection, Java, MySQL - Type Project: Team (3 people).
- Using HTML and CSS to design a standard web index Landing page, Use JS and libraries to create simple website movements (Dynamic Website). - Design database and update data on the website, display products, search and filter products, store customer shopping carts with sessions. Update product, invoice and customer information using the admin role. - Handles the functions of login, registration (sending email), forgotten password and password encryption, and stores customer information in the database. - Understanding clearly about authentication and authorization. - Back-end design according to MVC model standards.

10-2023 - 01-2024

Member

PROJECT AI - RECOGNIZE THE DISEASE THROUGH SYMPTOM

- Technology: Voice and handwriting recognition, Java - Type Project: Team (4 people).
- Update the database and using the KNN algorithm to identify diseases from the symptoms.

03-2023 - 06-2023

Leader

PROJECT OOD - POKEMONGAME (GITHUB: PROJECTOOD-POKE

- Technology: Java - Type Project: Team (2 people)
- In this project, we focus on using main patterns: MVC,

TRUONG NGUYEN HUONG GIANG

IT INTERN

PERSONAL INFORMATION

⚥ Male

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OBJECTIVE

- I have no reality job experience before.
- As a 3-year student, my goal is to be able to approach the working environment early and get used to work pressure later. My commitment is to become a responsible person at work.
- My Github link: https://github.com/GiangNguyen0208.

Strategy, Singleton and Observer in Design Pattern - OOD to design the structure of the game, making it easy to maintain, reuse and calculate, flexible.

10-2022 - 01-2023

Leader

PROJECT FIGMA - DESIGN GEARVN WEB (FIGMA: HTTPS://

- Technology: Figma - Type Project: Team (2 people)
- Designing websites using Figma technology helps me better understand the division of layers in web design, helping me manage work more effectively.
- Also understand more about prototypes in dividing workflows, testing interactions, feedback, sharing and user reviews.

⚙ SKILLS

Programming Languages:
- Java.
- HTML5/CSS3.
- Javascript.
Database Management System:
- MySQL/SQLserver.
Managing Source Code:
- Github.
Soft Skills:
- Teamworks.
- Research.
- Self-learning.