Hoang Gia Huy

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EXPERIENCE

Projects
MAR 2024 – NOW
Parking System (personal project)
Description: following the **MVC (Model-View-Controller)** architecture pattern. Utilized DTO (Data Transfer Object) for data encapsulation, DAO (Data Access Object) classes for database interaction, and servlets for controllers to implement automatic parking system for user and guess.

NOV 2023 – JAN 2024
Candy Escape (project DSA – solo)
Description: A mobile game similar to Candy Crush using Unity to apply DSA theory to practice including **Stack, Queue, and LinkedList**.
New feature: Undo and Redo function, limit control Undo/Redo for each level.

APR 2023 – JUN 2023
Hero Adventure (project OOP – group)
Description: A 2D basic game, applying **JavaFrame, data structure**, and other OOP knowledge.
Contribution: Design and combine **Design patterns**, **SOLID principles** and develop game logic.

Extra-activity
SEP 2022 – MAY 2023
Teacher Assistant for Dr.Tran Nguyen Lan
Subject: Physics 3 and Physics 4

EDUCATION

2021-2025
(Expected)
Bachelor of Science in Computer Science
VNU-HCM International University
Subject: Principle of Database Management, Data Structure and Algorithms, Object-Oriented Programming, Web Application Development, Object-Oriented Analysis and Design.
Current GPA: 3.4 – Degree classification: Very Good

ACHIEVEMENT

2021-2022
University scholarship
For excellent achievement in academics: Semester 3,
VNU-HCM International University

SKILLS & BACKGROUND KNOWLEDGE

Programming	Java, Javascript, C#, C, Python, Lua
Framework	Nodejs, Reactjs, Expressjs, Unity
Database	SQL(MySQL, Postgres), NoSQL(MongoDB)
API develop	RESTful API design and implementation
Tool	Docker, Git
Language	English: working proficiency, Vietnamese: mother tongue