NGUYEN THI HONG VI

BACKEND DEVELOPER

CONTACT

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EDUCATION

2021 - 2025

HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY - HUTECH

- Major: Information Technology
- Specialization: Software Engineering
- GPA: 3.29 / 4.0

SKILLS

- Programming Languages & Scripting: C#, JavaScript, Node.js, TypeScript, Java
- Frameworks: Express.js, ASP.NET MVC, Spring Boot
- Databases: MongoDB, MySQL, MS SQL
- APIs & Authentication: RESTful APIs, JWT, OAuth2
- Version Control: Git, GitHub

CERTIFICATES

- B1 English Proficiency Certificate (Intermediate Level)

ACTIVITIES

- HUTECH IT got talent competition

OBJECTIVE

Short-Term Goals
- Apply Node.js, Express.js, MongoDB to build and optimize secure, high-performance web systems.
- Enhance skills in RESTful APIs, GraphQL, JWT, OAuth2, and distributed systems.
- Obtain relevant certifications like AWS Certified Developer to expand knowledge in cloud computing.

Long-Term Goals
- Advance to Senior Back-end Developer, specializing in scalable system design and performance optimization.
- Aim for leadership roles such as Technical Lead or Software Architect.
- Contribute to open-source projects and impactful tech solutions.

PROJECTS

- **Skill Exchange Platform (20/02/2025 - Now)**
  A platform that connects users to exchange skills without using money, using a matching system based on skills and interests.
  Tech Stack: Node.js, Express.js, MongoDB, React.js, Socket.IO
  Backend Developer, Frontend Developer
  - Integrated friending and real-time messaging with Socket.IO.
  - Built a user search functionality by name, skills, and reputation.
  - Developed a message storage system to store and resend messages when users rejoin chats.

- **Olympia Game (26/11/2024 - 07/01/2025)**
  A multiplayer quiz game inspired by "Road to Olympia" TV show, where players answer questions and compete in real-time.
  Tech Stack: Java Swing, JavaFX, Socket TCP/IP
  Java Developer
  - Designed a multiplayer communication system using TCP/IP Socket.
  - Implemented question and score management with an automated calculation system.
  - Developed a player management system, including registration, login, and score tracking.

- **Online Classroom Management Website (04/2024 - 02/2025)**
  A web-based platform for online learning with features such as virtual classrooms, assignments, lectures, and student interactions.
  Tech Stack: ASP.NET Core MVC, C#, MS SQL, Entity Framework Core, SignalR, Stringee, ZXing
  Fullstack *Developer*
  - Integrated SignalR & Stringee for real-time online meetings.
  - Built a student assignment and lecture management system.
  - Developed chat and article storage functionalities with external API integration.