




NGUYEN THI HONG VI


BACKEND DEVELOPER

CONTACT

 07/11/2003

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 101 Bung Ong Thuan, District 9,
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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, Flutter
- 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.