



Nguyen Minh Hung

 github.com/JacobPorman  nguyenhungtnhtoan1920@gmail.com

Education

Sai Gon University

June 2020

Software Technology

COURSEWORK

Courses: Object-Oriented Programming, Data Structures & Algorithms, Embedded Systems, Discrete Math, Linear Algebra, Calculus, Physics, Probability & Statistics

Skills

Languages: HTML/CSS/Javascript, C/C++, Python/Pygame, GDScript, C#, Java

Tools: Git/GitHub, Visual Studio Code, Godot 4, Unity, Android Studio

Projects

Bookshop | *HTML/CSS/JS, Github, Visual Studio Code*

Nov. 2022

- Product, category, species, blog, slider management
- Filter product by multiple conditions
- Muti-attribute product

MusicApplication | *Java, Kotlin, API (Firebase), Git, Android Studio*

May 2023 – Present

- Dynamically hides the interface
- Switch songs automatically in order or randomly
- Search by character
- Download the song and listen locally

SpaWeb | *PHP, HTML/CSS/Javascript, Local storage(cookie), Git, Visual Studio Code*

May. 2023

- Product, category, species, blog, slider management
- Filter product by multiple conditions
- Muti-attribute product

Hunter Treasure | *GDScript, GoDot 4 Engine, Git*

Mar 2023 – Present

- Game 2D Platform
- Animated character

Experience

Experience in program building after implementing over 5 small projects

2020 – Present