

Minh Vu

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SUMMARY

Passionate and adaptable undergraduate student eager to secure a challenging role in software development. Proficient in programming languages such as Python, Java, and JavaScript, with expertise in problem-solving, algorithm design, and debugging. Additionally, skilled in HTML, CSS, and SQL. Seeking to leverage skills to contribute to the company's success and growth. With hands-on experience in collaborative coding, version control systems, and agile methodologies, well-equipped to enhance project efficiency and deliver high-quality software solutions.

EDUCATION AND TRAINING

Bachelor of Science - graduation date: December 2024

Computer Science, University of Washington, Tacoma, WA

PROJECT

Software Developer, Recipe App “Huscii’s Byte” Project, April 2024-June 2024 Tacoma, WA

- Implemented logic and optimized design patterns such as MVC (Model-View-Controller) for a Recipe App utilizing MySQL for database management.
- Designed and developed a user-friendly interface using HTML, JavaScript, and CSS to enhance user experience.
- Performed software testing, bug fixing, and documentation using industry-standard tools.
- Acquired proficiency in MySQL database management while ensuring data integrity and security.
- Collaborated closely with a team of three developers to brainstorm ideas and implement features.
- Demonstrated effective teamwork and communication skills to achieve project goals and deliver an exceptional final product.

Software Developer, Dungeon Adventure Game Project, October 2023-December 2023 Tacoma, WA

- Developed logic and optimized design patterns (OOP, Singleton, Factory) for a Dungeon Adventure Game project.
- Created assets and a user-friendly interface.
- Tested software, fixed bugs, and documented processes using Pivotal Tracker.
- Gained experience with databases.
- Collaborated with a team of three developers to brainstorm and implement ideas.
- Demonstrated strong teamwork and communication skills to achieve an outstanding final product.

Software Developer, Tetris Game Project, January 2023-March 2023 Tacoma, WA

- Built the logic for the game by using the OOP pattern.
 - Tested software for bugs and logic, fixing bugs, and documenting processes.
 - Collaborating with a group of four developers to create features across the software.
 - Demonstrating great skill in leading a team of developers.
 - Creating a simple interface using Java Swing
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ACCOMPLISHMENTS

- Dean's List, Fall 2020–Spring 2024
- Gold Medal Robotic Competition, 2017
- Top 3 Puget South Programming Competition, 2023