

# Minh Vu

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Tacoma, WA 98404

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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.

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## EDUCATION AND TRAINING

Bachelor of Science - graduation date: June 2025

Computer Science, University of Washington, Tacoma, WA

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## 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, Android App “HuskyHaze” Project, April 2024-June 2024 Tacoma, WA

- Designed a user-friendly interface
- Created assets for the application
- Practiced and utilized APIs to create features such as maps, news, and weather.
- Acquired proficiency in learning new technologies ( Android Strudios) and language (Kotlin) in a short time.
- Demonstrated the ability to lead a team of 4 to achieve the 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.
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## ACCOMPLISHMENTS

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