



LE VAN NAM

Intern-Developer



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EDUCATION

**Hanoi University of
Mining and Geology**

2021-Now

SKILL

• Languages

HTML/CSS

DART, JAVA, PYTHON, C++

• Framework/Platform

Flutter,

Node.js,

Express

• Database

MongoDB,

MS SQL SERVER,

FireBase

• Version control

Git, github

• Machine Learning

Data processing and
visualization libraries
(Pandas, Numpy, Matplotlib)

• Knowledge of machine
learning models
(Regression, Taxonomy,
SVM)

• Networking & Cybersecurity:

Network protocols, Firewall
configuration, Kali Linux,
Wireshark, Metasploit
Framework

PROFILE

I am a final-year student majoring in Information Technology at the University of Mining and Geology. With over a year of experience in mobile application development on platforms such as Flutter and React Native, I have participated in various projects at the university. Through these experiences, I have gained knowledge about the development process, application testing, and teamwork. I am eager to join a real-world work environment to further develop my skills and contribute to the company's modern technology projects.

PROJECT

Traffic Sign Recognition Application

February 2023 - June

2023

<https://github.com/ketheoduoias/NCKH2023.git>

• Description:

The traffic sign recognition model is built and trained on the PyTorch platform, a powerful library for processing and training deep learning models. The model is capable of recognizing and classifying various types of traffic signs such as prohibition signs, warning signs, and guide signs based on input images from the camera or an image library. The recognition results are converted into data packets (model inference) using TorchScript to integrate into the Flutter application via the [plugin] flutter_pytorch_lite. Libraries like camera and image_picker are used to capture images or retrieve image data from the device's camera.

Team Size: 3

Position: Mobile Developer

Responsibilities:

- Developing and integrating traffic sign recognition models into the mobile app.
- Implementing functionalities to capture and process images using device cameras.
- Building user interface elements using Flutter.

Skills: PyTorch, Flutter, TorchScript, camera, image_picker.

- **Awards**
- (First Prize) Student Scientific Research Participation | 11/2022 – 06/2023
- (Second Prize) Student Scientific Research Participation | 1/2024 – 06/2024
- Second Prize, OSM Hackfest 2023
- Competition | 06/2023 – 07/2023
- ASEAN Cybersecurity Student Competition | 10/2023 – Present

Environmental Pollution Alert Application

February 2023 – June 2023

<https://github.com/iamHaiNQ/Air-Pollution.git>

- **Description:**

The application uses APIs from OpenWeatherMap and AirVisual to collect air quality data, including AQI and particulate matter levels. It analyzes the data, assesses pollution levels, and sends automated alerts via Firebase Cloud Messaging when pollution exceeds hazardous thresholds.

Team Size: 3

Position: Mobile Developer, Leader

Responsibilities:

- Develop the mobile application using Flutter for the user interface.
- Implement backend services with Node.js and MongoDB for data processing.
- Analyze and ensure accurate data retrieval from external APIs.
- Test and debug the application to ensure optimal performance.

Skills: Flutter, Node.js, MongoDB, Firebase, API integration.