Nguyễn Khánh Nguyên

Software Engineer Undergraduate

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Summary

Senior at UIT, perfectionist, have great attention to details, love coding and open source. Very eager to learn new trending frameworks and technologies. Technologies used: `React`, `SCSS`, `Webpack`, `Gulp`, `Flutter`, `Git`. Depend on the project's requirement, I can seek to learn new technology quickly and integrate to the team's workflow.

Skills

Frameworks and Libraries

ReactJs   Webpack   Gulp   Bootstrap   Flutter   WPF

Languages

JavaScript   TypeScript   SCSS   Dart   CSS   C#   Python   Bash

Databases

Firebase   Cloud Firestore   SQLite

Version Control

Git

Personal Projects

OnThi247   Nov-Dec 2019
Technologies: React, SCSS
Summary: Front-end implementation of an online education webpage
Url: github.com/NearHuscarl/onthi247

Flutter Login   Sep-Nov 2019
Technologies: Flutter, Dart
Summary: Login screen with cool animation effects
Url: github.com/NearHuscarl/flutter_login

Castlevania   Oct 2018 - Feb 2019
Technologies: C++, DirectX 9, Xml
Summary: A remake of Castlevania NES (Block 01)
Url: github.com/NearHuscarl/Castlevania

Football365   Mar-Jun 2019
Technologies: React, SCSS, Webpack, Firebase, Heroku
Summary: Football site providing latest news, fixtures, results, standings
Url: github.com/NearHuscarl/football-site

EDictionary   May-Jul 2018
Technologies: C#, WPF, MVVM, SQLite
Summary: An english dictionary app written in C# and WPF
Url: github.com/NearHuscarl/EDictionary

Termite Color Switcher   Mar 2018
Technologies: Shell
Summary: Utility script to manage and edit themes in termite terminal
Url: github.com/NearHuscarl/termite-color-switcher

Education

Software Engineering
University of Information Technology

06/2016 - Present