

Mai Phuong Nga

Date of birth: 28 September, 1993

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Profile: Knowledgeable and motivated individual with experience gaining programming; Ability to communicate effectively and be able to be energetic, adaptable and hard-working.

Objective

- To obtain a position of a Junior Engineer of Transcosmos Technologies Vietnam Co., Ltd.

Education

- . 2011-2015: Student at University of Information Technology. GPA: 8.03.

Major: Computer Science.

Related Courses:

Object Oriented Programming (using C++ language).

Programming languages: C/C++, C#.

Subjects: Thesis, Analysis and Design Algorithm, Data Structures and Algorithms, Artificial Intelligence, Natural language processing, Machine Learning, Data Mining, Computer Vision, Computer Graphics...

English skills (Reading, listening, writing, speaking)

Agile Software Development with Scrum from Axon Active Vietnam

- . 2008-2011: Student at Trung Phu high school (Cu Chi district, Ho Chi Minh City), specializing in Mathematics and Physics.

Skills and Abilities

TECHNICAL:

**Rank Legends*

1 = Beginner (start to learn); 2 = Novice (theory only, no experience); 3=Competent (be able to do well); 4=Proficient (skilled and experienced); 5=Expert (high level of knowledge and experience)

C/C++

Skill	Rank (1-5)
<i>C/C++</i>	2

.NET

Skill	Rank (1-5)
<i>C#</i>	4

Others

Skill	Rank (1-5)
<i>Regular Expression</i>	5
<i>Matlab</i>	4

OTHER SKILLS:

- Strong understanding and willingness to learn about mathematics. I achieved an award about mathematics when I was a student at high school.
- Self-motivated team player with good communication skills. A friendly person gaining experience in planning and organization, communication, problem solving when I was at university and work as a volunteer in the social volunteering.
- Ability to understand team leader's needs and to manage multiple tasks.
- Can work well under pressure.

Projects

- Natural Language Processing: Demo Automatic drawing And/Or tree to describe query process in Prolog (using C# language).
- Analysis and Design Algorithm: Convex Hull problem using Heapsort and Graham Scan Algorithm (using C# language).
- Artificial Intelligence: Advance Assignment Problem, Applying Knowledge Representation in solving Triangles Problem (using C# language).
- Computer graphic: Making a video clip by 3Ds max.
- Thesis: Violent scene detection using visual feature with Matlab.
- Other project: Making the notepad++ editor by C# language, making a Flash Fruit 3D game by Unity3D and 3Ds Max.

Experience

Although I have little work experience, I gained knowledge about programming when I was at my university. In those subjects I could learn a lot about data structures and algorithms, analysis and designing algorithm, object-oriented programming.

VOLUNTEER EXPERIENCE

- . Taking part in Green Summer campaign in 2013
- . Taking part in Entrance exam support program in 2014

Other information

- . Second price at the provincial contest of gifted students in Mathematics in 2009

Interests

My main interest is working with computer. Moreover, I like writing, reading books, listening to music.