Contact

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Skills

Frontend: React & React Native, HTML5, CSS3, JavaScript, Tailwind CSS

Backend: Node.js, Express.js, Java, Python, JWT, Socket.io, MongoDB, SQL Server

AI/ML: TensorFlow, Keras, Scikit-learn, NumPy, Pandas

Tools: Git, GitHub, Azure DevOps, MESHA (Automation Testing), Figma, Canva, OBS

Soft Skills: Leadership & Community Management (11/2024 - present), Event Organization, Communication, Teamwork

Education

Industrial University of Ho Chi Minh City

Software Engineering

Graduation: 2025

Achievements

Faculty-Level Scientific Paper
Co-authored a research paper on "Building a Major Recommendation System using a Neural Network".

Certificate of Merit
Awarded by the Ward's Party Committee for contributions to Youth Union activities & the check-in app.

Nguyen Tri Phong

Full-Stack Developer | AI Enthusiast

Summary

A recent graduate in Software Engineering, passionate about building creative applications with AI integration. Experienced in developing a smart major recommendation system (using Python, React, TensorFlow) and performing automation testing with MESHA during a 3-month internship at FPT Software. I leverage AI tools like Cursor, ChatGPT, and Gemini to optimize and accelerate the software development lifecycle.

Work Experience

Automation Test Intern - FPT Software (Fsoft)
[22/08/2024 - 23/11/2024]

- Performed automation testing for web projects using Fsoft's proprietary tool, MESHA.
- Managed tasks, reported bugs, and tracked progress on the Azure DevOps platform.
- Collaborated effectively in a professional team environment.

Featured Projects

AI Student Admission System

A full-stack system using a neural network trained on a ~0.5GB real-world dataset. It analyzes inputs like scores, interests, and market trends to recommend majors. Features a user data collection mechanism for continuous retraining to improve accuracy.

GitHub   **Demo Video**

`Node.js` `Express` `MongoDB` `Flask` `TensorFlow` `React` `Neural Network`

PCastPro - Esports Production Tool

Client-server tool that automates the display of esports tournament information on stream, with OBS integration.

GitHub

`Node.js` `Socket.io` `OBS` `HTML/CSS/JS`

IUH Event Check-in System

Full-stack web application for managing and checking in students at events via QR codes with real-time updates.

Frontend Repo   **Backend Repo**

`React` `Node.js` `JWT` `Socket.io`

PoLa - Payroll & Attendance Management System

Desktop application (Java Swing) for managing attendance, calculating payroll, and exporting reports (Excel, PDF).

GitHub

`Java` `Swing` `SQL Server` `Apache POI` `JasperReports`