



# NGUYEN TIEN PHAT

FRONT-END DEVELOPER

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## About

Passionate front-end developer with a creative mindset and strong problem-solving skills, I specialize in translating ideas into functional code. I'm currently studying front-end, back-end, and UI/UX design, my expertise lies in front-end technologies. I aim to become a Software Engineer within three years and aspire to grow into an expert Project Manager.

## Education

**Sai Gon University**

*Major: Information Technology (GPA: 3.47)*

**September 2021 – Present**

*Ho Chi Minh City*

## Skills

**Languages:** HTML5, CSS3, Javascript (ES6), Typescript, C++, PHP, C#

**Frameworks/Libraries:** ReactJS, NextJS, TailwindCSS, SASS, Antd, MaterialUI, CoreUI, Bootstrap 5

**Soft Skills:** Communication, Teamwork, Problem-solving, Figma, Learning Ability, Git

**Language Skills:** English (TOEIC 915)

## Projects

**Portfolio** | *AstroJS, TailwindCSS, Typescript*

**December 2024 - January 2025**

Github: <https://github.com/PhatJack/portfolio-2025>

Website: <https://jackphat.vercel.app/>

- Streamlined Markdown content rendering for better static site generation performance.

**Ztudy - Study Together** | *NextJS 14, TailwindCSS, Typescript, Shadcn/ui, Django*

**March 2025 - June 2025**

Role: Front-end

Github: <https://github.com/PhatJack/Ztudy-fe>

Website: <https://ztudy.io.vn/>

- Enhanced performance by reducing page load time by 40% through targeted code optimization.
- Integrated React Query to manage global server state, handling data fetching, caching, and synchronization from the backend, including support for loading and error states to enhance user feedback and improve overall UX.

**Tu Tien Game** | *ReactJS, TailwindCSS, Python, Django*

**July 2024 - January 2025**

Role: Front-end Developer

Website: <https://tutien.pro/>

- Developed and implemented interactive user interfaces for a browser-based cultivation game, enhancing user engagement and experience.
- Optimized application performance by implementing code-splitting and lazy loading, reducing initial load times and improving user experience.
- Implemented real-time communication using WebSocket to enable interactive boss battles between users in a multiplayer game.

## Achievements

**University Scholarship**

**2022 - 2025**

## Experience

**Front-end developer**

**July 2024 – January 2025**

*Freelancer*

*Ho Chi Minh City*

**One Medic**

**March 2025 – May 2025**

*Front-end developer*

*Ho Chi Minh City*

- \* Customized Strapi controllers and services to handle complex business logic and improve API efficiency.
- \* Integrated and configured content blocks in Strapi CMS, and guided content writers in effective content structuring.
- \* Gained hands-on experience with modern frameworks and tools including Strapi, GraphQL, and NestJS.