Tran Bao Long | Javascript Developer

🏠 District 1, Ho Chi Minh City

☎ 0862573811

✉ leoit811@gmail.com

⊙ github.com/longtb0210

ABOUT ME

As a hard-working and ambitious person, I always treasure every moment to disciplinedly strive for the goals and projects I planned. In the upcoming 5 years, I aim to become a talented and experienced tech lead developer.

TECHNICAL SKILLS

- C/C++(Proficient), C#(Proficient), HTML5, CSS3(Proficient), JavaScript(Proficient), Typescript(Competent), Java(Competent), Python(Competent), Dart(Competent)
- ReactJS(Proficient), React Native(Competent), VueJS (Competent), Expressjs(Competent), Nodejs(Competent), NestJS(Competent), Flutter(Competent)
- MongoDB, MySQL, PostgresQL
- Others: Tailwind CSS, Bootstrap4, GitHub, Figma, Visual Studio, Visual Studio Code, Trello

EDUCATION

- Bachelor Software Engineer at the University of Science **Otc 2020 - Otc 2024**
- Final-year student, GPA: 3.53/4.0

PROJECTS

MemoryMoblieApp - Android application **Mar 2023 - May 2023**

- **Description:** Image management & editing application
- **Role:** Mobile Developer, Team Leader
- **Experiences:** manage sources; design an application; understand image processing algorithms; improve teamwork skills
- **Link:** GitHub, Figma
- **Technologies:** Java, Figma, Android Studio

Online Academy - Web developement **Nov 2022 - Jan 2023**

- **Description:** An online academy website
- **Role:** Full-stack
- **Experiences:** Fully understand MVC architecture; understand server-side rendering; authenticate user account; work with API; improve teamwork skills, problem-solving skills
- **Link:** GitHub, Website
- **Technologies:** NodeJS, Express handlebars, Bootstrap4, MongoDB, JWT

Ads Management - Web development **Otc 2023 - Jan 2024**

- **Description:** Construct a web application for managing the city's billboard advertisements.
- **Role:** Full-stack
- **Experiences:** Design UI/UX; implement Websocket, ; develop CRUD operations for several APIs; fix conflict code; design the schema for the database
- **Link:** GitHub, Figma
- **Technologies:** JavaScript, SASS/SCSS, ReactJS, MySQL, NodeJS, ExpressJS, Figma

The Shadow of Sword - Unity **Otc 2023 - Jan 2024**

- **Description:** Apply Object-Oriented Programming principles to develop a Role-Playing Game
- **Role:** Developer
- **Experiences:** Understand Object-Oriented Programming; use several design patterns(Singleton, Factory Method Prototype); improve C# and Unity knowledge; improve issue solving skill
- **Link:** GitHub
- **Technologies:** C#, Unity

OTHER ACTIVITIES

- Tutoring: C++ programming, Math
- Member of HCMUS Admissions Consulting Club
- Event running UpRace 2022