Tran Duc Vu

DEVELOPER

INFOMATION

📞 0971470660

✉️ ducvubn1@gmail.com

ℹ️ facebook.com/pikachu.dvu/

📍 Hai Ba Trung District, Hanoi

SKILLS

FRONTEND
Proficient in web interface programming with HTML, CSS, Tailwind, TypeScript, Bootstrap, and related libraries.

BACKEND
Proficient in RESTful API, NodeJs, SQL, MySQL, MongoDB.

CERTIFICATION
MOS certification in Word, Excel.

CAREER OBJECTIVE

Eager to learn new knowledge and technologies. Aiming to become a Senior Developer in the next 5 years.

EDUCATION

INFORMATION TECHNOLOGY   2021 - 2025

University of Mining and Geology (HUMG)

- Semester 1/2 - 2021: Achieved GPA of 3.49 and received 2 full-tuition scholarships.
- 2021 - 2023: Class president, leading activities for a class of 64 students.

WORK EXPERIENCE

IT CLUB PRESIDENT   10/2022 - 11/2023

IT Club - University of Mining and Geology

- Organized recruitment for new members (GEN 7).
- Planned and coordinated weekly activities, including programming skill training and technology workshops. Conducted monthly coding skill training sessions.
- Supported, promoted, and trained members for the MOS - International IT Certificate competition.
- Organized and trained members for the "ASEAN 2023 Student with Information Security" competition.

GAME, FRONTEND DEVELOPER   7/2023 - Present

TEKMATE SOFWARE SOLUTIONS LIMITED COMPANY

- Game Gamification Marketing Projects:
  - Description: Implemented 6 projects focusing on user interface development and game coding.
  - Responsibilities:
    - Designed and implemented highly interactive and user-friendly UIs for gamification marketing games. Used HTML, CSS, TypeScript, React.js, and related libraries for frontend development and game content.
    - Ensured responsiveness, performance optimization, and compatibility across various mobile devices.
  - Results:
    - Received high praise from clients and partners for game quality and smooth gaming experience.
- AI Generation Web App Projects:
  - Description: Developed 2 web applications using LLM for content generation.
  - Responsibilities:
    - Collaborated with the team to integrate features and build prompts to optimize AI output. Used React.js for interface development and application state management.
    - Built the PFIT - Admin application manager.
  - Results:
    - Received positive feedback from users, partners, and clients.

PART-TIME LECTURER   10/2021 - Present

MindX Technology School

- Taught over 10 technology courses with class sizes ranging from 5 to 8 students, ensuring students could complete at least 3 real-world projects per subject.
- Courses included Scratch, GameMaker, Python App Development, Web Development, and Computer Science.
- Teaching Methodology:
  - Applied interactive learning methods with hands-on practice on small projects for better understanding.
- Results:
  - Received positive feedback from both parents and students. Over 85% course completion rate among students.
  - No negative feedback from the company, facilities, parents, or students.