



ĐẶNG NGUYỄN MÌNH THIÊN

WEB APPLICATION DEVELOPER - INTERN

CONTRACT

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EDUCATION

2021-2025
INDUSTRIAL UNIVERSITY OF
HO CHI MINH CITY

- Major: Computer Science
- GPA: ~7.0/10 (Good)
- Expected Graduation: 2025

LANGUAGE SKILLS

- English: Intermediate (~7/10) – Strong ability to read and understand technical documentation
- Currently enrolled in official English credit courses at university

PROFESSIONAL ATTITUDE

- Self-motivated and eager to learn new technologies quickly.
- Highly responsible and not afraid of challenges.
- Strong teamwork and communication skills.
- Logical thinking and effective problem-solving abilities.

CAREER OBJECTIVE

- Seeking opportunities to gain hands-on experience, improve technical skills, and become familiar with software development processes in a professional environment.
- To grow strongly in the technology field, become a skilled and system-oriented software developer, and contribute to large-scale projects that create real-world value.

TECHNICAL SKILLS

- Programming Languages: C, Python, Java, JavaScript, SQL
- Web & Application Development: OOP, Web Development, Java
- Databases: Relational Databases, MongoDB (NoSQL)
- System Analysis & Design: UML, SRS, Software Testing and Quality Assurance
- Artificial Intelligence & Machine Learning: AI, Deep Learning, Computer Vision, Natural Language Processing (NLP)
- Tools: Git, Visual Studio Code, Jupyter Notebook
- Supplementary Knowledge: IT Law, Professional Ethics, IT Project Management

ACADEMIC & PERSONAL PROJECTS

Project: Restaurant Table Booking Management (Course Project – Group 4)

GitHub: github.com/bang12bang007/QuanLiDatBanNhaHang

Description: A desktop application developed in Java to help restaurants manage table bookings both online and on-site.

Role: Design the user interface and implement all the logic and data processing for the restaurant manager in Java.

Technologies Used:

- Language: Java
- IDE: NetBeans
- UI Framework: Java Swing
- Project Management: Maven
- Architecture: Clear layered design (MVC)

Project: Video Gesture Control (Individual Course Project)

GitHub: github.com/SophistMan12/Video-Gesture-Control

Description: Developed a real-time hand gesture recognition system using webcam input to control video playback (e.g., Play, Pause, Volume, Skip).

Role: Built a neural network model for gesture classification and implemented the full pipeline in Python to enable real-time hand gesture recognition and control.

Technologies Used:

- Language: Python
- IDE: Jupyter Notebook, Visual Studio Code
- UI Framework: Local GUI using Python libraries (OpenCV)
- Project Management: Git, GitHub