ĐĂNG NGUYỄN MINH THIỆN

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:

- Tiếng Anh: Khá (~7/10), khả năng đọc hiểu tài liệu kỹ thuật tốt
- Đang theo học tín chỉ tiếng Anh chính thức tại trường

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

Aspiring to join Bosch as a Web Application Developer Intern to apply my programming skills, learn professional software development processes, and build a solid career in Information Technology.

TECHNICAL SKILLS

- Programming Languages: C/C++, Python, Java, JavaScript, SQL
- Web & Application Development: Object-Oriented Programming (OOP), Web Development, GUI Development with Qt, .NET, Java
- Databases: Relational Database Systems, NoSQL (MongoDB)
- System Analysis & Design: UML, Software Requirements Specification (SRS), Software Testing and Quality Assurance
- Artificial Intelligence & Machine Learning: AI, Deep Learning, Computer Vision, NLP
- Tools: Git, Visual Studio Code, Jupyter Notebook, Matlab
- Additional Knowledge: IT Law, Professional Ethics, IT Project Management

ACADEMIC & PERSONAL PROJECTS

Project: Restaurant Table Reservation Management (Group Course Project)
GitHub: github.com/bang12bang007/QuanLiDatBanNhaHang
Role: Java Developer. Participated in requirements analysis, system architecture design, and functional testing.
Duration: Jan 2024
Description: Developed a desktop application using Java to help restaurants manage both online and in-person table reservations. Implemented features such as booking creation, cancellation, customer management, and real-time table status reporting.

Project: Video Gesture Control (Individual Course Project)
GitHub: github.com/SophistMan12/Video-Gesture-Control
Role: Developer – Machine Learning / Computer Vision
Duration: Jan 2025
Description: Built a real-time video player controller using hand gesture recognition via webcam. Designed and trained a deep learning model and optimized the image processing and inference pipeline to ensure low-latency interaction.