TRAN QUOC KHOA

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CAREER OBJECTIVE

I have participated in backend projects using Node.js, Laravel, ReactJS, and GraphQL. I am selfmotivated, responsible, a team player, and always eager to learn new technologies.

SKILLS

- Programming Languages: PHP, JavaScript, TypeScript
- Frameworks & Libraries: Laravel, Node.js, ExpressJS, Socket.lO, ReactJS
- Databases: MySQL, SQL Server, GraphQL
- Tools: GitHub, GitLab, Docker, Postman

WORK EXPERIENCE

PHP Intern – APPS CYCLONE Technology JSC

March – May 2025

- Worked with Shopify API and GraphQL to retrieve and update product and variant data, and synchronize discount information for each product and its variants.
- Developed business logic using a Rule Engine to configure discount rules (by percentage or fixed amount), applicable time range, and scope (variants, vendors, collections, or entire store).
- · Built an asynchronous Queue system to schedule and ensure discount rules are applied step-by-step over time:
- pending activation → activating (1/10→2/10→3/10...) → active from HH:MM
- pending deactivating → reverting → inactive from HH:MM
- Implemented rule scheduling via start and end time, pushing rules into the queue at the exact moment defined, ensuring accurate, real-time price adjustments.
- Designed a management interface with two tabs: "Main" and "Archived" allowing filtering, searching, and sorting by status, discount type, time range, and more.

Frameworks & Libraries: PHP (Laravel), ReactJS, GraphQL, MySQL, Shopify API, Queue Job,

CSV import/export, Soft Delete Mentor: 0974262539 (Quan Thai)

GRADUATION PROJECT – Online Olympic Informatics Contest System https://portfolio-tqkhoadev-vercel.app

June - July 2025

Grade: 9.5 / 10 | Top graduate in Information Technology faculty

- Independently proposed, designed, and integrated a realtime online test module into the school's legacy contest system, replacing the outdated paper-based method.
- Successfully implemented the full realtime testing flow: display questions, countdown timer, answer submission, and contestant "revival" – all running smoothly via Socket.IO.
- Integrated an anti-cheat system: detects tab switching, browser exits, and automatically issues warnings or blocks contestants who violate rules.
- Built a "revive banned contestants" feature, allowing organizers to flexibly restore contestants in exceptional cases.
- Conducted internal trial with 20 contestants the system ran stably with no critical errors and received positive feedback.
- Planned for real-world deployment at the next annual Olympic Informatics contest.

Frameworks & Libraries: Node.js, Express, ReactJS, Socket.IO, Docker, MySQL

EDUCATION