Le Nguyen Gia Bao

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Front-end software engineer, passionate about mobile, web, and desktop softwares!

Goal

Through this internship, I hope to develop my software-engineering skills: analyze requirements with clients, consult clients, create software products that best fulfill these requirements.

Skills

- Front-end frameworks: Flutter, Vite, Nuxt
- Front-end state-management using reactive programming / composition API: Flutter State Management, Flutter Provider, React Hook, React Context, React Memo, VueJS Composition API
- Front-end styling: Builder pattern (Flutter, Jetpack Compose, Swift UI); Inline Styling (Tailwind CSS); Stylesheet (CSS, SCSS)
- Front-end graphics: HTML, SVG Programming
- Relevant front-end tools: Figma and Penpot (UI prototyping), Storybook (UI component development, responsive testing, general unit testing), Inkscape (Vector graphics editing), Weblate (i18n translation)
- Design systems: Material UI, GNOME Human Interface Guideline
- DevOps: GitHub Actions, GNU Make, Scripting with Shell Script and Python
- Programming languages: JavaScript (NodeJS, Browser), TypeScript, Dart, Python, OCaml, Shell Script (sh), Go
- Natural language: English (8.0 IELTS, 1540 SAT, fluent English), Vietnamese (native)

Education

Ho Chi Minh University of Technology (HCMUT)   Ho Chi Minh City, VN
Bachelor's of Science, Computer Science and Mathematics   *Aug 2022 — May 2026*
- Relevant Coursework: Data Structures and Algorithms (DSA), Software Engineering, Software Architecture, OOP Programming, Discrete Mathematics, Database Systems, Computer Networking

Projects Work

Front-end Lead / Project Lead, The Zone, smart calendar (WIP) (github.com/kinten108101/theZone2) February 2025 — Present
- Work in a 4-person group. In a project-based learning course in university
- Android mobile application
- Using the Flutter framework, with the Material UI design system
- Designed according to Figma sketches provided by team member ([link](#))
- Developed an shellscript build system to program Android app on Android anywhere anytime then build remotely ([link](#))

Front-end Lead, SimGlobe (WIP, limited public material)   October 2023 — Present
- Work in a 4-person team, a soon-to-be start-up
- SPA (Single-page application) Web Application. A web-based educational video-game
- Drew UI sketches in Figma ([link](#))
- Using React-based frameworks: Vite, Nuxt
- Managing states using React Context
- Documentation of internal design system using Storybook
- Manually-programmed SVG graphics and animations; an interactive graph / chart ([link](#)), a cartogram of the world ([link](#))
- Languages: JavaScript, TypeScript, Go

Creator, Steam VPK (github.com/kinten108101/steam-vpk)   May 2023 — September 2023
- Open-source, personal, single-person project
- Desktop-based GUI Application, using the GNOME human interface guideline
- Drew UI sketches in Figma ([link](#))
- Follows the Model - View - Controller pattern