Phat Mai
Software Engineering

A fast-learner, good team player and proactive developer. Highly motivated and skilled software engineering with expertise in C#, ASP.NET, OOP, React JS, TypeScript, AWS Cloud, Azure DevOps, and MSSQL relational database.

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📱 0468834540

📍 Vaasa, Finland

🖼 sketchfab.com/LittleFatt

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○ github.com/TanPhat0302

SKILLS

C# | AWS | REACT | ASP.NET | MSSQL | TYPESCRIPT | AZURE | DOCKER | HTML/CSS | JAVASCRIPT | GIT | C++ | AZURE CI/CD | WEB DEVELOPMENT | Python | 3D Modeling | Teamwork | OOP | Relational Database | Fast learning | Problem solving

LANGUAGES

English
Full Professional Proficiency

Finnish
Elementary Proficiency

Vietnamese
Native or Bilingual Proficiency

EDUCATION

Bachelor of Engineering in Information Technology
Vaasa University of Applied Sciences
08/2020 - 06/2024

WORK EXPERIENCE

Software Engineer
Indevit Oy

11/2023 - 09/2024   *Vaasa, Finland*

Achievements/Tasks

- Contributed to the development of multiple key features for Indevit's internal webpage using **React**, **Gatsby**, **HTML**, and **CSS**. Focused on creating responsive, user-friendly interfaces and optimizing overall performance to ensure a seamless experience across various browsers.
- Played a key role in developing a Timesheet Application (Mercury 2.0) using **C#**, **ASP.NET** to build the server, **MSSQL** as the database and **Razor**, **HTML**, **CSS** in the frontend. This application is used daily by Indevit's employees to record working hours and has significantly improved the developers productivity and time management as they do not have to spend too much time tracking their working hours manually.
- Collaborated with experienced developers to build many external customer projects with **C#**, **Typescript**, **React** and **React Chakra UI** library.
- Worked with **Git** as the version control tool daily to create branches for new features, resolve merge conflicts and facilitate discussions to ensure project integrity and code quality in **Azure DevOps** repository.
- Implemented **CI/CD pipelines** using **Azure DevOps** to automate the build, test, and deployment processes for both internal and customer-facing applications, significantly reducing deployment time and ensuring consistent software delivery.

Contact : Jonathan Svahn | CTO - jonathan.svahn@indevit.fi.

Research Assistant
University of Vaasa

10/2022 - 02/2023   *Vaasa, Finland*

Achievements/Tasks

- Assist in project Digi-Mode (**Unity VR)**, to promote increased usage of digital tools in regional companies and support investment round.
- Skill: Unity | C# | Blender

PERSONAL PROJECTS

WebService with Microservice | February 2020-April 2023 (02/2020 - 03/2023)
- A Store-Web Application developed by using **C#** for client interface, **Spring Boot** for weather forecast (External API), **Python** for generate UTC zone base of country from client interface.
- Skill: **C# ASP.NET** | **Java Spring Boot** | **Python** | **MariaDB** | **Docker**
- https://github.com/TanPhat0302/MyStore

Unity 3D Fiction Game | August 2022- November 2022
- A 3D fictional escape game in which players must locate items to survive and find the exit while evading monsters.
- Skill: **C#** | **Unity** | **3D Modeling**
- https://github.com/TanPhat0302/HorrorGame