

# NGUYEN PHUC THANH

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## OBJECTIVE

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Multimedia Engineering senior with proven full-stack chops—mobile, web, backend, machine learning and Unity game dev—eager to tackle diverse projects and drive innovation across platforms.

## EDUCATION

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**Hanoi University of Science and Technology – HUST**

Hanoi, Vietnam

*B.Sc. in Multimedia Engineering (Advanced Program)*

*Oct. 2021 – Aug. 2025 (Expected)*

## LICENSES AND CERTIFICATIONS

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**IELTS Academic - 7.0**

*Issued by IDP Education Co., Ltd*

*Sep. 2024*

## EXPERIENCE

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**ATIN (Advanced Technology Innovations)**

Hanoi, Vietnam

*Mobile Developer*

*Feb. 2025 – June. 2025*

- Spearheaded end-to-end development of a 10-step EID/passport verification app on Viettel kiosks—covering camera workflows, Joyusing SDK LED control, NFC reading, ML Kit OCR, liveness detection, face matching, PDF signing, and payment integration.
- Architected the app's MVVM structure, implemented custom step-based UI navigation, and managed RxJava reactive flows across hardware and API layers.
- Built the Driving School App in Flutter with ML Kit-powered face detection, video engagement tracking, and chunked video recording.
- Collaborated with backend and QA teams to align API integration and ensure production-ready builds.

**FPT Software (Training Internship)**

Hanoi, Vietnam

*C++ Training Program*

*Sep. 2024 – Jan. 2025*

- Participated in a C++ training internship covering foundational and intermediate programming concepts.
- Collaborated on group exercises and projects, enhancing teamwork and communication skills.
- Developed a simple Tic-Tac-Toe game with an AI bot as a final project, gaining basic insights into the software development process.

## PROJECTS

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*Below are just a few of my notable projects. Feel free to explore my GitHub for more!!!*

**Viettel EID/Passport Verification App – Android Kiosk Solution** | *Kotlin, Android, XML, ML Kit, REST API*

**Team Size:** 1

**GitHub:** <https://github.com/ThanhNg224/Viettel> (Private)

- Built a kiosk-based verification app on Joyusing Z10S Pro, orchestrating a 10-step CCCD/passport flow with document capture, OCR (MRZ) and NFC chip reading.
- Implemented portrait liveness checks and integrated ATIN Face Engine API for high-accuracy biometric matching.
- Developed digital signing and video-call verification modules, and integrated cash/QR-code payment flows with Viettel's BCCS backend.
- Structured app using MVVM with shared ViewModel, custom progress UI, and in-app feedback surveys to optimize UX.

**Driving School App – Flutter Mobile App** | *Flutter, Dart, Android Studio, Google MLKit (Face Detection)*

**Team Size:** 1

**GitHub:** <https://github.com/ThanhNg224/DrivingSchoolApp>

- Developed a Flutter-based educational app for driving schools, enabling video-based lessons with AI-driven face detection and automated engagement tracking.

- Implemented camera-based recording in 5-minute chunks, storing and compressing videos locally for future server upload and validation.
- Integrated Google MLKit to pause lessons when no face is detected, resuming upon user return for continuous engagement monitoring.
- Outlined a future server-side pipeline for automated identity verification and large-scale data management, ensuring the app's readiness for broader deployment.

### Coffee Shop Website & Android App | *JavaScript, ReactJS, NodeJS, React Native, MySQL, Expo*

**Team Size:** 3

**GitHub:** <https://github.com/ThanhNg224/CoffeeShopProject>

- Built a coffee shop website and Android app with distinct user and admin roles, leveraging Node.js for the backend and MySQL for data.
- Implemented user features like product browsing, account management, rating/review, and feedback submission.
- Developed an admin panel for inventory management, sales data, user oversight, and review moderation.
- **My Role:**
  - \* **Web:** Implemented login/logout with role management (admin vs. user), comments/ratings (publicly displayed), a site-wide view counter, and admin content moderation (edit pages, remove feedback).
  - \* **Mobile App:** Connected the app to the backend via RESTful APIs, built main/login screens, and developed content display features that fetch data from the server.

### Raincaster: Real-Time Forecasts with Advanced Rain Detection | *Python, TypeScript, Flask, ReactJS, Tailwind, scikit-learn*

**Team Size:** 1

**GitHub:** <https://github.com/ThanhNg224/Raincaster>

- Built a web-based weather forecasting platform integrating real-time meteorological data, with a dedicated focus on predicting rainfall.
- Architected a Flask-based backend that fetches and preprocesses real-time weather data for an SVM model.
- Developed a user-friendly interface displaying current conditions and predicted rain probabilities, helping users make timely decisions.

### ChronoLoop Platformer Game | *Unity, C#*

**Team Size:** 3

**GitHub:** <https://github.com/ThanhNg224/ChronoLoop>

- Created a 2D platformer featuring a time-manipulation mechanic, letting players record and replay actions to solve puzzles.
- Implemented responsive controls, dynamic levels, and minimalist sci-fi visuals for an immersive gameplay experience.
- **My Role:**
  - \* Developed core player mechanics (*PlayerController*) for smooth movement, jumping, and respawning, along with polished animations for fluid gameplay.
  - \* Implemented a *ButtonManager* for intuitive recording, playback, and stopping, plus a main menu, win screen, and responsive UI feedback.
  - \* Built a dynamic camera system that seamlessly follows player movement, ensuring consistent gameplay focus and an engaging visual experience.

## TECHNICAL SKILLS

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**Languages:** JavaScript, Dart, Python, Kotlin, SQL

**Mobile:** Flutter, React Native, Android (Kotlin)

**Front-end:** ReactJS, NextJS, Tailwind CSS

**Back-end:** NodeJS, Flask, MySQL

**Tools & Platforms:** Firebase, Git, Linux, Blender, Maya

**Machine Learning:** scikit-learn, OpenCV

## HONORS AND AWARDS

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**Third Prize in District Chemistry Competition**

*Issued by Haiphong Department of Education and Training*

HaiPhong, Vietnam

*Dec. 2020*