

NGUYEN TIEN DUY

Embedded Software Developer

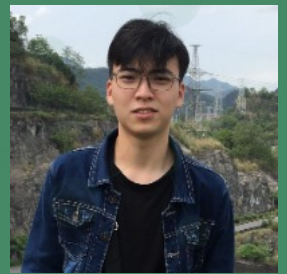
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Github <https://github.com/TieOnly>



INTRODUCTION

Being commented by teammates for my ability to plan and successfully complete multiple task, as well as being responsible and creative. Love to optimize yourself and explore.

EDUCATION

2020 – 2024

Post and Telecommunication Institute of Technology

Electrical and Electronics Engineering

- GPA: 3.72 / 4 (*last term*)
- Encourage academic scholarships (*3 terms*)

SKILLS

C

Bare-metal and RTOS embedded C development
Familiar with structure, pointer, macro C

C++

Modularity embedded system C++ for MCUs
Application programming includes community protocols, multithread, graphics, network
Familiar with OOP, programming techniques, design patterns basic

Embedded

Familiar with MCU families such as ATMEGA, 8051, ARM-M, Esp
Familiar with many types of sensors, OLED and LCD display module
Experience with peripherals UART, SPI, ADC,...wireless community such as IR, WiFi
Design and building hardware basic

Python

Application test includes community protocols, network, multithread, image process

Others

Makefile, GXX compiler, VScode, Github
Altium Designer, Proteus, Modelsim

PROJECTS

C, Python

Module TCP server for streaming simple video on Esp8266 and desktop (#1)

C, Embedded

Tetris Game on embedded system base on STM32, LCD_ST7789 (#2)

Embedded, C

Remote control PC using 8051 (#3)



Embedded

BoardGame matrix-led 16x8 for Arduino (#4)

C++, Embedded

Community and control PC with SMT32F1 (#5)

C++

Simple RPG graphic game (#6)

C++

ChatApp base on C++ and raylib (#7)

Python

Simple multiplayer game base on socket and pygame (#8)

Reference

All descriptions and source code of my projects in this link:
https://github.com/TieOnly/cv_projects_reference