## EDUCATION HISTORY

|  |  |
| --- | --- |
| **2018 - 2023** | Ho Chi Minh City University of Technology  Major: Automotive Engineering, full-time English Program |

|  |
| --- |
| SUMMARY INFORMATION |

|  |
| --- |
| * Software Skills: Embedded C / Matlab & Matlab/Simulink / C++/C#/C * MS Office and Computer: Microsoft Excel / PowerPoint / Google Drive / Gmail / Microsoft Word * Hardware Skills: Computer hardware * English - 6.5 IELTS Certificate |

## WORKING HISTORY

|  |  |
| --- | --- |
| **02/2024 - Present** | **BAN VIEN JOINT STOCK COMPANY** |
| **08/2021 – 06/2023** | **VEVE COMPANY LIMITED (internship)** |

|  |
| --- |
| PROJECT REFERENCE AND SKILL SET |

|  |  |  |
| --- | --- | --- |
| **PROJECT NAME:** | **Gen 3 Cockpit Linux BSP Software Maintenance** | |
|  | **Position:** | Embedded software engineer |
|  | **Responsibilities:** | * **Maintained Renesas R-Car Gen 3 Cockpit BSP:** Ensured the stability and performance of the Board Support Package (BSP) for Renesas R-Car Gen 3 boards. * **Debugged Linux Drivers:** Analyzed and resolved issues in Linux drivers to ensure compatibility and optimal performance of the system**.** * **Developed and Built Test Applications:** Created and tested applications to verify functionality and performance of the system. * **Updated Documentation for Gen 3 Boards:** Revised technical documentation for all Gen 3 boards, ensuring accuracy and clarity for team members. * **Wrote Test Scripts in Bash and Python:** Developed test scripts using Bash and Python to automate testing processes and enhance workflow efficiency. * **Built Yocto:** Compiled and customized Yocto images to support the specific requirements of the Renesas R-Car Gen 3 platform that support for testing. * **Cross-Compiled Kernel and Modules:** Performed cross-compilation of the Linux kernel and its modules to ensure compatibility with the target hardware that supports testing. |
|  | **Duration:** | 06/2024 – Present |

|  |  |  |
| --- | --- | --- |
| **PROJECT NAME:** | **BV TRAINING** | |
|  | **Position:** | Embedded software engineer |
|  | **Responsibilities:** | Develop and maintain embedded software solutions.   * Implement and optimize software components for embedded systems. * Write and review code in C programming language for embedded systems. * Write Linux device drivers, including character device drivers. * Utilize agile and V-model methodologies for software development. * Write and maintain scripts in Python and Bash. * Create and manage Makefile for project build processes. * Understand and work with Linux device trees. * Working on GitLab CI/CD |
|  | **Duration:** | 02/2024 - Present |

|  |  |  |
| --- | --- | --- |
| **PROJECT NAME:** | **Build Electric Power Steering model - Intern at VEVE Company Limited** | |
|  | **Position:** | Internship |
|  | **Responsibilities:** | Build Electric Power Steering model on SolidWorks then import to Simscape to determine the torque acting on steering wheel with certain steering angle on EPS system.   * Build 3D model of the steering system. * Simulation of dynamic behavior in Matlab/Simulink with Simscape * Validation the model for the control of an equivalent electric powered steering system |
|  | **Duration:** | 8/2023 - 12/2023 |

|  |  |  |
| --- | --- | --- |
| **PROJECT NAME:** | **AT UNIVERSITY** | |
|  | **Responsibilities:** | **Research on C Programming - Building a game named 'Arthur and the Knights of the Round Table**   * I created a game called 'Arthur and the Knights of the Round Table' using C language, in which: * The game offers an immersive medieval adventure through text-based inputs. * Players can experience the world of King Arthur and his knights in a unique and engaging way.   **Microcontroller - Research on "Traffic Light System"**   * Designed a traffic light system using an STM32 microcontroller and programmed it in C language, including: * Control LED animation using Timer Interrupt and LED Scanning technique. * Add features to button and debounce when reading buttons. * Create a Finite-State Machine (FSM) and implement an FSM in an MCU. * Use 'Scheduler' (by creating features) to control the order of task input. * Implement a UART communication between the STM32 and a simulated terminal |
|  | **Duration:** | 08/2022 - 05/2023 |

|  |  |  |
| --- | --- | --- |
| **PROJECT NAME:** | **Member of 1st Prize Community Project at Presentation Contest 2018 - HELP University in Malaysia** | |
|  | **Responsibilities:** | Designed and 3D printed a shape recognition panel to assist visually impaired children in identifying different animal shapes. This project was approved and demonstrated at HELP University in Malaysia. |
|  | **Duration:** | 08/2018 - 12/2018 |