NGUYEN DUY KHANH

FRONT-END DEVELOPER

INFORMATION

- 04/07/1995
- Male
- 0985206088
- nguyenkhanh4795@gmail.com
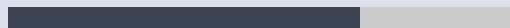- No. 537 Pham Van Dong Street- Binh Thanh District - Ho Chi Minh City
- facebook.com/twochocolatecandy

CAREER OBJECTIVE

I want to be a good developer in the future. I want to work in a good environment where I can develop skills to contribute to the company. I believe that I bring value to the company.

PERSONAL SKILLS

HTML

CSS

Boostrap

JavaScripts

JQuery

SQL

PHP

EDUCATION

APTECH COMPUTER EDUCATION
9/2018 - 6/2021
MAJORS: Certified Computer Professional

Now, I am a student at Aptech computer education, I have learned Photoshop, C, WordPress, HTML, CSS, Bootstrap, JavaScript, JQuery, SQL, PHP.

INTRODUCE

I have a passion for programming, eager to learn, good communication skills, good teamwork, I graduated from university, but I did not find my passion in it. Later, I learned to program and I realized that I really liked it.

ACTIVITIES

I often participate in extracurricular activities organized by my schools such as visiting FPT Software Company, visiting the Gameloft branch in Ho Chi Minh City and attend seminars on technologies such as Web Summit, Google Cloud, GIT, etc.

PROJECT PARTICIPATION

PERSONAL PROJECTS:

Puzzle Game

Purpose: apply the knowledge I have learned, researched, improved my skills and served my passion.
A puzzle game is a game that the player must move the image by clicking, the player wins when nine images have the correct position

Photoshop

English

-Programing.
-Listen to music.
-Play sports.
-Attend technology seminars.

FURTHER INFORMATION

I graduated from Ho Chi Minh City University of Transport.

as the sample image. The game works with the database to saving player information and use AJAX to display the top ten players in the high score area.

Building game using HTML, CSS, JavaScripts, MySQL, PHP.

Status: completed.

Caro Game

Purpose: apply the knowledge I have learned, researched, improved my skills and served my passion.

Caro game is a game with the two-mode game, in two players mode, the player wins when making 5 signs such as X or O continuously along the horizontal, vertical or diagonal lines. In one-player mode, the player fights with a machine, a machine is a set of commands that will analyze and autoplay based on a player movement and develop new moves.

Building game using HTML, CSS, JavaScripts.

Status: completed.

GROUP PROJECTS:

Website BrightWorld

Purpose: Project for the semester, apply the knowledge I have learned. BrightWorld is a website that sells a lot of LEDs.

Building website using HTML, CSS, Bootstrap, JavaScripts, MySQL, PHP(MVC model).

My work in the project: Build FrontEnd interface and responsive in all devices, participate in database design, build and check input data from the user for login form, register form and fetch data from the database into the user page.

Status: completed.