Phạm Công Vinh

Intern Frontend Developer

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CAREER OBJECTIVE

I'm a passionate Frontend Developer with experience in Javascript ,ReactJS and NodeJs. I enjoy solving problems and improving my skills.I am eager to learn more and contribute to meaningful projects and I look for a frontend web development internship to apply the background knowledge and gain hands-on experience in a professional environment.

EDUCATION

Ho Chi Minh City University of Technology

2022 - 2026

Infomation Of Technology

· Major: Software Technology

TECHNICAL SKILLS

Frontend

Languages & Libraries:

- HTML5, CSS3, JavaScript (ES6+), Responsive UI
- Frameworks/Libraries: ReactJS, NodeJS
- CSS Preprocessors/Frameworks: SCSS/SASS, Tailwind CSS, Bootstrap, Material UI, Ant design
- State Management: Redux, Redux Toolkit
- Database: Firebase, MongoDB
- Other Technologies: APIs (RESTful APIs), Git/GitHub, Figma, Postman

PROJECTS

1. Potofolio Personal

- **Description:** This is the personal portfolio website of **Phạm Công Vinh**, built to showcase my skills, projects, and work experience. The website features a modern and professional design with a clear structure, including separate pages for **About, Skills, Education, Projects, CV** and **Contact**. This makes it easy for visitors to navigate and find the information they need.
- Technologies Used: Html, Css, Javascript, Bootstrap
- · Key Achievements:
 - **Responsive Design**: The site is built with Bootstrap to ensure a seamless and optimized experience on all devices, from desktops and tablets to smartphones.
 - Effective Multi-Page Structure: Each section of the portfolio (About, Skills, Projects, etc.) is divided into separate HTML files. This makes it easy to manage, update, and expand content in the future.
 - Subtle Animations: The website incorporates subtle animations like fade-in effects for titles and hover effects on cards, creating an engaging and dynamic user experience.
- GitHub: https://github.com/Vinhdev04/myPotofolio
- Preview: https://my-potofolio-ten.vercel.app/

2. Stone-Paper-Scissors Game

- **Description:** This is a classic version of the **Stone-Paper-Scissors** game, built with a clean and intuitive user interface. Players can challenge the computer, track their scores in real-time, and easily reset the game. The interface is simple yet modern, focusing on delivering the best user experien
- Technologies Used: Html, Css, Javascript, Bootstrap
- · Key Achievements:.
 - User-Friendly Interface: The minimalist design prioritizes the user experience, making it easy for players to interact with the game and understand the rules.
 - **Automatic Scoring**: The system automatically updates scores for the user, computer, and the number of draws, providing clear and real-time feedback.
 - Robust Game Logic: JavaScript is used to handle the win/loss logic, ensuring the game operates accurately and fairly.
 - Simple Deployment: The project is easily deployed on Vercel, allowing users to access and play the game anytime, anywhere.
- **GitHub**: https://github.com/Vinhdev04/Stone-Paper-Scissors
- Preview: https://stone-paper-scissors-weld.vercel.app/

KỸ NĂNG

English:	Read docs, Basic communication
Soft skill	Team-worked, collaboration
Additional skills	Agile-Scrum, Trello

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