



Tran Quoc Bao

FRONTEND DEVELOPER INTERN

ABOUT ME

I am a senior student at the Vietnam National University of Information and Technology. I am eager to apply for this frontend intern position. With strong experience in working with ReactJS - NextJS frameworks at frontend position and ASP.NET C# with SQL Server at backend position. Moreover, I am willing to learn new knowledges to satisfy the demands of company. I hope to be part of your team.

CONTACT

- ☎ +84 777 257 131
- ✉ baotran310702@gmail.com
- in baotran310702
- 🐙 baotran310702
- 🌐 <https://bao-portfolio.vercel.app>

EDUCATION

University of Information and Technology - VNU

- Bachelor of Information System
2020-2024; GPA: 3/4

SKILLS

- Front-end with ReactJS - NextJS
tailwindCSS, material UI.
- Back-end with ASP.NET Web API
and SQL Server.
- Java swing & Oracle Database.
- C# Winform, ASP.NET core MVC.
- Python (numpy, pandas,
matplotlib, pytorch, selenium ...)
crawl - collect - processing data
- data mining.
- Github (at basic level)
- English (Immediate - Upper)

PROJECTS

NFT Charity - Teamwork (BE & FE)

- At Backend position, I use ASP.NET Web API & SQL Server to create a web API and save transactions. FE at fetching API & get data from solidity BE, building user interface in admin site using ReactJS and Material UI.

Link Github Project FE: https://github.com/hadanhtuan/NFT_Charity

Link Github BE: https://github.com/baotran310702/nft_charity_backend_Csharp

Clone Tiktok Projects

- Clone Tiktok with ReactJS using HTML, CSS, Javascript, SASS/SCSS and ReactJS framework.

Link Github: <https://github.com/baotran310702/tiktok-app>

Nike Shoes Store

- Nike Shoes Store is created with serveral technology such as ReactJS & Vite, TailwindCSS to CSS and responsive, Redux Toolkit to manage state.
- Login will check if have token or not.

Link Github: https://github.com/baotran310702/nike_shoes_shop_user_fe

ACTIVITIES

- Participated in Hackathon UIT Web - Game Competition.
- Member of Content Writer Team in Software Engineering Study Group.