



# Phạm Bình An

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[GitHub](#) | [Website](#)

## Education

2022 - 2026 (expected)

**Hanoi University of Science and Technology (HUST)**  
*Majors in Educational Technology (EdTech)*

## Achievements

2022 -  
2023

**University Scholarship**  
*For excellent achievements in semesters 20222, 20231*  
Hanoi University of Science and Technology (HUST)

April 2024

**Consolation prize**  
**Student Creative Ideas Challenge 2024** by School of Information and Communications Technology of HUST.  
Our team worked on a smart glass for visually impaired people.

## Experiences

September 2023

**Global Project Based Learning**  
Teamworking with Vietnamese and Japanese students on a IOT medicine delivery robot for smart hospitals

October 2023 -  
present

**EGG CLUB**  
**Member of Specialized Board**  
Research and develop educational technology projects for students and teachers

March 2024 - present

**R\&D internship**  
EJOY LEARNING TECHNOLOGY JOINT STOCK COMPANY  
Synthesize and translate scientific articles on technology and education topics for company journals

## Skills

- **Programming languages:**

- JavaScript, HTML, CSS, Node.js, markdown : advanced
- Lua, bash, Latex : intermediate
- Arduino, Rust, PHP : beginner

- **Frameworks / Libraries:**

- Frontend web development : ReactJS, VueJS, Bootstrap
- Backend development : Express, Flask, WebSocket
- Python : flask, Llama.cpp, OpenCV, scikit-learn, pandas, numpy, matplotlib

- **Database:**

- MySQL, MongoDB

- **Other tools:**

- Version control and containerization : Git, Docker
- Operating systems : Linux (Ubuntu)
- Code editors and IDE : Neovim, Vim, Visual Studio Code, Arduino IDE

- **Languages:**

- 🇻🇳 Vietnamese : native
- 🇬🇧 English : TOEIC 825 (HUST's eternal exam, October 2022)
- 🇯🇵 Japanese : JLPT N4 (mock exam)

- **Other soft skills:**

- Teamwork, presentation, communication, problem solving, critical thinking, time management, self-learning

## Some Personal projects for practice

### [Gamehub](#)

A simple game hub website for playing (for players) and managing online games (for admin).

Built with Node.js, ExpressJS, MySQL, EJS (embedded template), CSS, JS

Source code : <https://github.com/brianhuster/Gamehub>

### [Blog-mern](#)

A blog web application with a RESTful API integration

Built with MERN stack (MongoDB, ExpressJS, ReactJS, Node.js)

Source code : <https://github.com/brianhuster/blog-mern>

### [live-preview.nvim](#)

A Neovim plugin for live previewing markdown, html, css files.

Built with Lua, Node.js.

Source code : <https://github.com/brianhuster/live-preview.nvim>

Please visit my [Github/brianhuster](#) for more of my projects

## Extra activities

April 2024

[Tech Club Championship](#)

Member of the organizing committee