

Bui Do Huy

Intern/Fresher

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OBJECTIVES

Applying for a job, I am mostly looking to learn more about software development. Specifically, I would prefer to enhance my skills in Web application development. However, learning about another area would not be a problem to me. With knowledge in some programming languages, I hope such proficiency can aid towards learning new topics during the timespan of the job. Long term wise, through this experience, I desire to grow technically, find a platform to kickstart my career, and hopefully, a place to belong to for quite a while.

EDUCATION

Ho Chi Minh City University of Science Bachelor of Software Engineering (2021 grad.)

- CGPA(TBA, will update soon-ish), currently in senior/4th year

Facebook Developer Circles' Innovation Challenge 2019 in HCM City at CoderSchool React Native

- Participated in a 10-week training program in React Native and created a product for the Internal Demo Day of the program, along with teammates across different tracks of Project Management, Data Science and React Native.

- Our group made an app for searching restaurants, solving the problem of recommending restaurants (within reach, ...) with the Data provided by Momo.
- Source code can be found on my Github (without .env file)

SKILLS

- C/C++, C# (a little bit of WPF)
- Java (JavaFX, Hibernate, a very little bit of Android)
- HTML/CSS, JavaScript, a little bit of Nodejs
- A little bit of React Native with Expo
- A little bit of Software Architecture (3-layer, a little bit of MVC) from trial-and-error's mostly (since I'm just auditing the Software Architecture subject from school)

AWARDS AND CERTIFICATES

2017 - HCM City-Level Contest for excellent students

- In English category
- Within the upper 3% of 2nd Place awardees

2016 - HCM City English Olympiad for the non-gifted

- Among selected Gold medalists.
- Same achievement the previous year

2014 - TOEFL iBT

- Overall score of 89 (around 6.5 in IELTS I think)

ACTIVITIES

PNU Creation and Works Program 2019

- A program held at HCMUS from 22/7 to 3/8 about 3D printing, drones and Video editing, going on for two weeks with seminars from Monday to Friday every week
- Cooperate with Korean students from Pusan National University to learn about those skills and make related products.

- At the same time, establish communication with Korean students by means of English.

- Group 1st Place in the end-of-program competition

Ho Chi Minh City Earth Day 2019

Participated in getting "23/9 Park" rid of plastic waste, along with various companies, environmental organizations as well as individuals interested in the environment.

PROJECTS

***Stated below are only some of the projects I did/participated in. Check out all of them through this Github link:**

<https://github.com/buidohuy99>

ConventionHub

JavaFX, Hibernate (on MySQL)

- Project in Hibernate and JavaFX, to *manage conventions/join conventions*. Unfortunately, I was not able to, in time, develop the function of appointing admins in the system, so for now, it will have to be done by hand. That leads to the fact that is exceptions regarding promoting or demoting a user is currently NOT handled properly (very loosely). Project was written with Netbeans IDE 11.0 and JDK 12.0.2, other additional infos could be found in the README.

- Supports basic CRUD functionalities on Entities such as conventions, users, as well as places to organize conventions. More info could be found by running the project (preferably on Windows since I provided a batch file to run the project without using shells, so it's more straightforward that way...)

- This was my first try on applying 3-layer architecture, so the result was far from good. However, I hope that it was not fruitless effort!

- Application can be run by following the guidelines denoted on the README file, along with using the included DB script. In case the reader is interested in running this project from the source code, I also provided the needed libraries' binaries in a separate folder.

- Source code can be found in "ConventionHub" repo.

Photo Album using Android Studio

Java and Android Studio

- Worked in a group of 5 to create a photo album app on Android using Android Studio. Source code can be found in "Android-Development-Photo-Album" repo

- Was appointed basic functions of creating an album, deleting an album, search for albums, handle the sorting of albums (basically CRUD on the album object), was not appointed to work with the function of adding photos to/ deleting photos from an album.

- Fun points of note:

+ Password-locked Albums

+ Bulk Select to perform operations (e.g Delete)

+ Keeping track of the search history for the user to navigate back to previous search results (ensuring deleted album no longer shows up during backwards navigation)

+ Supported orientation change on UI (Home + Search activities)

+ Album Search and group results by Created Date. Able to apply "Sort" to those grouped albums

- Pair-programmed functions:

+ DAO for the app's database (SQLite)

+ Sort albums by "Name" and by "Photos Count"

WPF Gomoku

C# (WPF)

- Personal project in C#, a gomoku game with UI supporting save/load from file

- Shows ability to solve a simple Data Structures and Algorithms problem (2D array) and make an application with that solution

- Source code can be found in "WPFGomoku" repo

Very simple proxy server

C/C++

- School project to create a simple proxy server capable of blacklisting sites from an input file. I was unfortunately unable to do multi-threading on this project
- Source code can be found in "School-Projects" repo, I think.

FOMO - App for searching restaurants

React Native with Expo

- An application written with Expo to search for restaurants, stores, ... and pinpoint on map the store's location relative to user's current location. Source code on Github under "MomoApp" repo.
- Written as a demo for the Internal Demo Day with Momo from DevC HCM program (2019) in collaboration with other team members from Data Science and Project Management, the app unfortunately failed to see itself at the final Demo Day.
- Responsibilities:
 - + Used Expo to recreate the front-end side from PM's prototype and imported datas to Firebase from .csv files.
 - + Connected the app straight to Firebase since a backend for recommendations could not be made in time due to various circumstances, one being problems with researching and using a Distance Matrix API.
- Currently, the source code found on Github lacks an .env file due to my NDA with Momo.

MIPS and cracking a Crack-Me

MIPS assembly and an Assembler level debugger (used OllyDbg)

- For MIPS: time library with simple date procedures written with MIPS assembly
- Cracking: used a debugger to crack a Crack-Me and wrote a keygen for it
- Shows a little bit of understanding of low-level languages
- Keygen code can be found on my Github (School-Projects repo)

Useless infos about me...

- Is introverted, but occasional gatherings is not a problem for me.
- Doubts myself often, tends to overthink what others said about me, but I am trying to have more confidence.
- Is forgetful recently, but that might be because of depression.
- Tries hard even though the output is usually worse than what my peers could provide. (not just work, this stays true even for gaming, and possibly my other hobbies too)
- Gaming (Metroidvanias, Platformers, ...)
- Music (K-Pop, Disco, Rock, 80's-inspired music, just about anything that cheers me up...)
- Singing (although I do not really know many Vietnamese songs, so...)
- Used to have random bad thoughts. Currently trying to think less by keeping myself busy either with schoolwork or gaming, along with taking meds for depression, I hope I can enjoy everything more, and just have fun regularly...!