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ABOUT ME

A software engineering graduate from HCMUS with proven track record of leveraging different technology stacks in multiple projects throughout their academic experience and one-year endeavor as a software engineer at KMS/LeaseQuery. Progressive, self-motivated, and result-oriented individual that always thrives to deliver the most efficient, clean, and bug-free features to users. Seeking for a junior backend development position to further their technical expertise, engineering mindset and level their career.

EDUCATION

Ho Chi Minh City University of Science

Bachelor of Software Engineering (11/2021 grad.)

- GPA 8.61

SKILLS

- .NET Core and newer .NET versions
- Node.js/Express.js
- React.js with Hooks, material-ui
- Knowledge in working with RESTful APIs
- Some knowledge in working with socket.io, SignalR (real-time socket libraries)
- Knowledge in working with relational DBMS like MySQL and MSSQL, a little bit of experience in working with NoSQL database like MongoDB
- OOP & Data structures and Algorithms,...

EXPERIENCE

KMS Technology

8/2020 - 3/2021 (internship) & 4/2021 - 29/4/2022 (fresher at LeaseQuery)

- Worked in RESICAP during internship and LeaseQuery as a full-time employee
- Technologies: C#, both .NET Core (RESICAP) and .NET Framework (LeaseQuery), React.js (RESICAP)
- In LeaseQuery, I developed journal entry exports for clients of the system based on their requirements as well as fixed bugs that crop up in their exports. I also developed an automation test tool in C# Selenium to help developers catch OOB (out-of-balance) errors on Journal Entries as well as compare the current UI result to baselines of previous runs and point out the difference.
- About LeaseQuery, LeaseQuery is a lease accounting system for companies, helping clients keep track of all the leases, providing generated amortization schedules to help reduce error during calculations for accountants and making accountants' work easier in general with other features. LeaseQuery also provides reports required by auditors and regulators, as well as exports so that clients can input them into their separate accounting system.

PROJECTS

Todo web app to manage tasks in a project

ASP.NET Core 3.1 + Reactjs + SQL Server

- Web app the manage tasks in a project
- Server: ASP.NET Core 3.1 + SQL Server + SignalR (c#)
+ Swagger interface

- Client: Reactjs + MaterialUI for the UI + SignalR client to communicate real time with the server
- A project I did during the internship at KMS
- Server could be tested out from swagger, project uses Onion Architecture

wheedoo-bot (A twitch chatbot)

Nodejs/Expressjs (Server), Redis (Database)

- Twitch is a live-streaming platform that is widely popular in the western hemisphere. This project of mine is a chatbot that joins a live streaming channel and perform various functionalities

- Functionalities:

- + Detect emote pyramids
- + Emote reaction: React (type in chat) with the most recently used emotes or emote combinations
- + Schedule periodic messages to be sent into chat
- + Chat with bot in question answer format
- + Enable/Disable hydrate reminder

- This bot was first deployed and ran in twitch channel Tectone. However, due to concerns of breaching ToS from the mods, it has now been taken down by myself.

- Source code for the chat bot could be found in 'wheedoo-bot' repository

Retro API and Retro app

Nodejs/Expressjs (Server), Reactjs (Client), MySQL (Database)

- A project I did from school, it is a clone of the funretro app: an app to keep track of tasks that you need to do and the statuses of them.

- Fun functionalities I implemented: Drag-and-drop tasks between columns, login and signup with jwt and refresh token for remember me option.

- Source code for API could be found in 'retro-api', source code for React app could be found in 'retro-app'

Gomoku online webgame

Nodejs/Expressjs (Server), Reactjs (Client), MongoDB (Database)

- Another school project that I collab with 2 other friends

- An online webgame for gomoku, socket.io to communicate real-time with the server during games or to update the UI in real time like rooms list or update in realtime the game board

- Supports traceback on how a gomoku game was played in the admin panel

- Supports chatting between players inside the game room

- Supports match-making between players

CERTIFICATES

2021 - Duolingo English Test (140/160)

- Literacy: 145/160
- Comprehension: 150/160
- Conversation: 125/160
- Production: 115/160

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 (89/120)

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

Facebook Developer Circles' Innovation Program in HCM City at CoderSchool

Participated in the program, learnt React Native, and alongside with 4 others members from Product Management/ Data Science track, created a demo app for our idea of searching for restaurants and showing the way to them.