

Dang Duy Toan

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EDUCATION

Swinburne University of Technology

2024 — Expected 2027

Bachelor of Computer Science, Software Development

Ho Chi Minh City, Vietnam

- Relevant Coursework: Data Structures, Object-Oriented Programming, Networks and Switching, Cloud Computing, Database Design, IoT Programming.

PROJECTS

Team Management Platform

Jul 2025 — Oct 2025

Full-Stack Developer

tm-project.id.vn

- Architected RESTful API with Express.js and MongoDB featuring JWT/OAuth authentication with token rotation, RBAC, GridFS file storage, and MailerSend integration.
- Established CI/CD pipelines via GitHub Actions for automated Vercel deployment and developed cross-platform desktop applications using Tauri framework.
- Platform actively utilized by ITeaLab community; coordinated code reviews and integrated user feedback for continuous improvement.

Canvas-CLI

Jun 2025 — Present

Software Developer

npmjs.com/package/canvaslms-cli

- Engineered TypeScript CLI tool for Canvas LMS enabling assignment tracking, grade visualization, and interactive multi-file submissions.
- Implemented advanced file handling with wildcard pattern matching, recursive directory traversal, and ZIP compression algorithms.
- Published to npm registry with cross-platform support, achieving 500+ installations.

CodeFolio

Jun 2025 — Aug 2025

Full-Stack Developer

codefolio-phi.vercel.app

- Built RESTful API with Express.js and Mongoose featuring RS256 JWT authentication, per-device refresh token rotation, and OAuth 2.0 for Google/GitHub SSO.
- Implemented security hardening through image processing (Multer + Sharp), input sanitization, and rate-limiting middleware.
- Developed Vue 3 frontend with Vuetify and i18n support; automated deployments via Vercel and Docker with prepared Tauri desktop packaging.

Chess.NET

Mar 2025 — Apr 2025

Software Developer

github.com/caphefalumi/Chess.NET

- Developed desktop chess application in C# (.NET 9) with SplashKit for rendering, implementing complete chess rule validation and custom time controls.
- Integrated AI opponent via remote API with asynchronous evaluation, local Stockfish fallback, and multi-threaded move computation.
- Implemented LAN multiplayer using UDP discovery and TCP transmission with FEN-based game state persistence.

ACHIEVEMENTS & CERTIFICATIONS

Solana Swinburne Hackathon Competition - Consolation Prize

Apr 2025 — Jun 2025

- Developed web application with Solana wallet integration and NFT minting capabilities; acquired expertise in blockchain integration and smart contract deployment.

AWS Educate: Cloud Computing 101, Amazon Web Services Training and Certification

Sep 2025

Foundational C\# with Microsoft, freeCodeCamp

Sep 2023

SKILLS

- **Programming Languages:** JavaScript, TypeScript, Python, C/C++, HTML/CSS, Java, C#, Go, Ruby.
- **Frameworks & Technologies:** Vue.js, Vuetify, Node.js, Bun, Express.js, Gin, Tauri, Tailwind CSS, Git, Docker, nginx, GitHub Actions, AWS.
- **Database Systems:** MongoDB, Redis, PostgreSQL, SQLite, MySQL.
- **Languages:** English (IELTS 7.0), Vietnamese.