



Dang Phuoc Minh

Software developer

Experience

2017-2018

Arduino Project

Sound analysis and amplification equipment supports people with hearing loss to participate in traffic written in C++ on arduino hardware and MAX9914.

2018-2019

Leader of Brainlock - Neurotech and authentication Project

Brainwave analysis and processing application for personal identification written in C#, UWP and python.

2018-2020

Chairman, Founder and Advisor

A science and engineering club in upper secondary school. Club had up to 30 members between 2018 and 2020



2019-Present

Leader of REBO - Educational Project

1. AR application transfer a papercraft from waste material to 3D animation.
2. An educational puzzle games platform for contact teaching and virtual teaching.



Achievements

2017

Bronze medal of Informatics

Olympic 30/4 contest for southern students in Ho Chi Minh City, Vietnam

Top 50

Virgo Project - Young Maker Challenge 2017

First prize of Embedded Programming

Danang Science and Engineering Fair 2018

2018

Bronze medal of Informatics

Olympic 30/4 contest for southern students in Ho Chi Minh City, Vietnam

First prize of System Software

Danang Science and Engineering Fair 2019

2019

Fourth prize of System Software

Vietnam Science and Engineering Fair - ViSEF 2019

First prize

Campus Hult Prize in Danang 2020



2020

Top 7

Regional Hult Prize in Vietnam 2020

Contact

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Personal Information

Address: Tampere, Finland

Interests: Computer Hardware, Technews, Videogames, Coding, Movie, Indie Music, Cooking, Minimalism, Architecture, Crafting



Education

2020-2024

Bachelor of Software Engineering

Tampere University of Applied Sciences

Language

English: B2 level, understand various academic vocabulary, especially, scientific, and high-tech documents. A sharp listener, and a confident speaker. Fine academic writing skill.

Vietnamese: Native Vietnamese

Finnish: Beginner

Skills

Computer: Have knowledge in computer hardware, operating system (Window, Linux, macOS), Hackintosh, office software, design tool (Figma) and programing applications (Android Studio, Visual Studio), version control (Git).

Coding: Knowing C++, C#, algorithms and fast solving problem.

Design: Resume and previous projects are fully made on Figma. Can Understand and design modern GUI (Graphical User Interfaces). Fast absorb contemporary design trends

Teamwork: join and work in various projects, some of there had up to 5 members.

Teamleader: Have experience on managing human resources and decentralized project managing.

Pitching: Have experience for speaking and pitching in front of audiences. Strong critical thinker, and analizing information.

Time Management: Using Kanban-style app (Trello) for task and project management. Working with Pomodoro Technique.