

TRAN NGOC MAN

SOFTWARE DEVELOPER

CONTACT

Phone

🔼 E-mail

Address

118/20 Bui Van Ba, Tan Thuan Dong Ward, District 7, Ho Chi Minh City

EDUCATION

Bachelor of Science Electrical Engineer

HCMC University of Technology and Education

Degree Classification: Good

SKILLS

- SOLID, OOP, Design Patterns
- Python, Django/DRF, FastAPI
- SQL Database, ORM
- · Basic HTLM, CSS, Javascript
- · Linux, Docker, Git
- Agile Scrum, Jira, Taiga

Others: Teamwork, Problem-solving, Effective Communication, Research & Analytical Skills, Optimistic Attitude.

LANGUAGE

ENGLISH

TOEIC Score: 630 (Reading

and Listening)

CAREER OBJECTIVE

I have experience working with Python and its frameworks such as Django. In addition, I built and developed backend features with distributed services and powerful technologies. I know that quality software brings lots of benefits to a business. As a proactive and dedicated Software Developer, I'm looking for opportunities to pursue technology milestones while contributing to a company's business growth.

WORK EXPERIENCE

SOFTWARE DEVELOPER

FPT TELECOM

07/2022 - 02/2023

- Participated in building and developing backend service for Omnichat Chat feature in the Sales Online Platform
- Collaborated closely with teammates in the Scrum environment
- Worked on Django/Django Rest Framework to build Restful API
- Built message queue with NAT, logging with Elasticsearch, and background tasks with Celery
- Used Websocket to handle real-time messages
- Wrote API documentation and performed short seminars about used technologies

SOFTWARE DEVELOPER

EBST JSC of TAISEI VN FACILITY MANAGEMENT CO.,LTD 11/2021 - 06/2022

- Implemented, customized, and maintained the ERP System
- Worked with ERP Python Framework named ERPNext
- · Met with the client to discuss system requirements and workflow
- Analyzed user needs and customized modules followed up on specifications
- · Designed report templates with the jinja2 template
- · Wrote proposals and docs in Vietnamese to customers
- · Worked with other members to debug