Tạ Đình Lương

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EDUCATION

VNU University of Engineering and Technology   Graduation

Bachelor's degree in Information Technology   *06/2025*
GPA: 2.61

PROFESSIONAL EXPERIENCE

FPT Software   06/2024 - 09/2024
Frontend Intern

- Developed and deployed a full-featured blog application using React.js.
- Implemented core functionalities including user authentication, post creation, commenting, and tagging.
- Strengthened foundational skills in HTML, CSS, and JavaScript by building projects like a to-do list and quiz app.

KB Securities   02/2025 - 04/2025
IT Intern

- Developed front-end components for a customer management application using TypeScript, Vite, and Tailwind CSS.
- Integrated REST APIs to fetch data, implementing client-side logic for sorting, filtering, and error handling.
- Utilized Ant Design to build a responsive, intuitive, and feature-rich user interface.

PROJECTS & EXTRACURRICULAR

The Shop   06/2025

Full-stack E-commerce Marketplace - the-digital-shop.onrender.com

- Built a feature-rich e-commerce marketplace from the ground up using the MERN stack, with Redux for state management.
- Integrated multiple third-party services, including the PayPal API for payment processing and Google OAuth for streamlined user authentication.
- Engineered a role-based access system (Admin, Seller, Buyer) and enhanced user engagement with a real-time chat, a product review system, and an integrated Q&A chatbot.

MGPOST   09/2024
Full-stack E-commerce & Logistics Platform - mgpost.onrender.com

- Architected a full-stack postal service application using the MERN stack (MongoDB, Express.js, React, Node.js) and managed global state with Redux.
- Implemented secure user authentication with JWT and enabled real-time chat and notifications for customer support using Socket.io.
- Developed a comprehensive admin dashboard for order, product, and user management, alongside a client portal for order tracking and profile updates.

Livestream App   06/2024

Livestream Application - react-livestream-app.onrender.com

- Developed a real-time livestreaming web application that enables users to share live video content simultaneously.

- The application was built using React for its dynamic and responsive front-end interface, ensuring a fast, fluid, and user-friendly experience. It integrates WebSocket technology to facilitate real-time communication between the broadcaster and viewers, allowing for instant video streaming, live commenting, and immediate interaction.

- Designed and implemented a clear, well-structured, and minimalistic layout to enhance usability and visual simplicity.

Water Pipe   01/2022

2D Puzzle Game - github.com/luen2003/SDLGAME

- Developed a 2D puzzle game from scratch in C++ using the SDL library for graphics rendering and event handling.
- Engineered the core game logic by implementing a Breadth-First Search (BFS) algorithm to validate successful pipe connections.
- Designed key gameplay features, including a scoring system, a timer, and game levels.

SKILLS

Programming languages: C++, Java, JS, PHP, C#, MySQL

Computer software/ frameworks: Git, React, Node.js, ASP.NET

Languages: Vietnamese (native), English