**CURRICULUM VITAE**

**OBJECTIVE**

Seeking an internship position to utilize my skills and abilities in the IT Industry.

Finding a good chance to gather more experience for my future job.

Applying my good knowledge about software processes, team working, designing and building game, application in desktop, mobile platforms.

**PERSONAL INFORMATION**

Full name: Nguyen Van A

Picture

Day of Birth: 01/01/1980

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Phone number: 0123456789

**POSITION**

Position apply: VNG Fresher in Mobile Development

**EDUCATION**

University: University of Information Technology

Major: Computer Science

Graduation year: 2013

GPA: 8.34

Scholarships and Prizes:

Tiep Suc Den Truong Scholarship in 2009

Nguyen Van Den Scholarship in 2010

Dong Hanh Scholarship in 2011

CSC Scholarship in 1st and 2nd term, 2012

Encourage Scholarships every term

Achieved 3rd prize in the APCS Hackathon 2012

**WORK EXPERIENCE**

**TAKEN PROJECT**

Project’ name: HD-Fighting

Starting date: 03-Oct-2011 Finishing date: 10-Jan-2012

Team size: 2 My roles: Team Leader and Developer

Project descriptions: A lovely J2ME game. A princess will struggle to rescue her mother and palace without the monsters.

My achievements: Develop a mobile game with limited memory and resources.

Project’ name: Horse Chess

Starting date: 03-Oct-2011 Finishing date: 1-Jan-2012

Team size: 2 My roles: Team Leader and Developer

Project descriptions: A folk game in Windows Mobile. We will try to win the others player or computer with 4 pieces. We will move each piece to attach and capture the opponent’s pieces. The object of game is to move all our pieces to the finish target.

My achievements: Develop a mobile game with limited memory and resources. Processing a number of features about SMS and Call interruptions.

Project’s name: Tank Fighting

Starting date: 06-Mar-2012 Finishing date: 07-May-2012

Team size: 5 My roles: Team Leader and Developer

Project descriptions: A funny desktop game with XNA framework, with a lot of terrain types: Desert, Forest, Mountain. We try to destroy the enemy tanks with weapons, teleport and shields.

My achievements: Develop a game with good infrastructure, dynamic game actions, events with design pattern and plug-in technique.

Project’s name: Green Earth

Starting date: 04-May-2012 Finishing date: 06-May-2012

Team size: 5 My roles: Team Leader and Developer

Project descriptions: A nice Windows phone 7 game. We will try to produce oxygen to plant tree on Earth and destroy the aliens and spaceships to save myself and the Earth.

My achievements: Team working, programing a game with a short time, working with over 100% effort. Achieved 3rd prize in the APCS Hackthon 2012 with this game.

Project’s name: eBiz-Android

Starting date: 01-Mar-2012 Finishing date: 01-May-2012

Team size: 6 My role: Developer

Project descriptions: An android module to receive the request from client (using SMS for funding). Then transfers data to web server module, send promotion message (get data from the Server Store), or process client queries by SMS such as price of food…

My achievements: Team-working, more experience in software processes and industrial working style.

**WORKING**

Company: HCMC FPT Software

Starting date: 1-Mar-2012 Finishing date: 1-May-2012

Position: Internship/Android Developer

My achievements: Good knowledge about planning, designing, unit test, team working, log timesheet, using SVN.

**SKILLS**

Team working, planning and group management.

Reading book in English.

C/C++ Programming, C# Programming, Java Programming.

Good knowledge about mobile platforms: Android, J2ME, Windows Mobile, Windows Phone 7.

Active, good communication & presentation.

**EXTRA ACTIVITIES**

Joining Exam Season Supporting 2010.

Member of Volunteer Club, Faculty of IT, University of Science.

Blood donation.

Supporting for Job Fair 2012 at University of Science and University of Technical Education.

**REFERENCE**

1. **Nguyen Van X** – Lecturer at UIT

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