Curriculum Vitae

Name:	Viet Cuong Nguyen / Cuong Nguyen
Address:	Kieler Straße 395 22525, Hamburg, Germany
E-Mail:	cuong.nguyen.viet2991@gmail.com
Phone:	+49 15203957579

About me:

- Have experience in object-oriented programming, functional programming, and web development. Good programming knowledge and open and joy to quickly get used to new technologies
- Affinity with architectures, micro-services
- Advocate of Clean Code
- Successful working in both team and self-directed settings.
- Fluent English and basic German

Education:

Jun 2012 - Jan 2015	RMIT University Vietnam
	Bachelor of Information Technology
	Major - Application Programming
	GPA 3.63 / 4.00 (Australian grade scale)
Oct 2015 - Oct 2019	UHH - Universität Hamburg
	MSc. Intelligent Adaptive System
	GPA 1.88 / 1.00 (German grade scale)

Work Experience / Internship:

Oct 2014 - Jan 2015	CSC Viet Nam, Exceed J project
	Associate Java Developer

- Front-end developer for a web application used in the insurance industry.
- Responsible for functionality and unit testing.
- Responsible for performance optimization using AJAX Dynatrace.
- Responsible for fixing simple user interface and functionality bugs.
- Trained on the following technology: JavaServer Faces, PrimeFaces, jQuery.

Feb 2020 - Dec 2020	data42 Gmbh, GOOSE project
	Web Developer, Full-stack

- Full-stack developer for the GOOSE project at data42
- Functional programming, Clojure, Clojurescript, micro-services
- Conception and development of large systems in the web environment with microservices and apis
- Visualization of data and relationships, and development of forward-looking user experience
- Support in the requirement, conception, and implementation of products and solutions

Course Completed:

Oct 2013 - Dec 2013 — Software Engineering - Process & Tools
Team Leader

- Designed and built a *Restaurant Point-Of-Sale System* in a team of 5 using Java, Swing and Agile development method.
- Organized and facilitated daily reports, task distributions as well as weekly meetings with clients as Team Leader.
- Paired-programming with team members.

Jun 2014 - Aug 2014 — Software Engineering - Design and Implementation
Team Leader

- Designed and built a *Texas Holdem Poker* game with client/server architecture.
- Applied Networking Socket and Multi-Threaded programming for client/server architecture and game implementation.
- Paired-programming with team members.

Oct 2017 - Mar 2018 — Human-Robot Interaction Master Project
Team Member

- Team member of a group of 8 students working with a humanoid robot (NICO).
- Responsible for the vision module of the robot - object recognition. Co-author of the publication *"Designing a Personality-Driven Robot for a Human-Robot Interaction Scenario"*. International Conference on Robotics and Automation (ICRA) 2019.

Mar 2019 - Sep 2019 — Master Thesis

- *"Reinforcement Learning as Strategy for Engaging Task-oriented Dialogue Systems"*.
- Using Reinforcement Learning to interweave contents of a task-oriented and a chit-chat dialogue system.

Skills:

Language: English - IELTS 8.0
German - Goethe-Zertifikat B1

Technology: Python, Java, Clojure, Html, Javascript, CSS
                       AJAX, Rest, Graphql
                       SQLite, MySQL, PostgreSQL
                       Object-Oriented Programming, Functional Programming
                       Software Engineering / Software Architecture
                       Data processing, data analyst, data visualization, ML

Github: franknvc.github.io