

# TRẦN HẢI NAM

BACK-END DEVELOPER



## Date of birth

July 31, 2001

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## OBJECTIVE

My immediate job goal is through an internship at the company, to improve my professional skills and develop myself in all aspects. Far from the goal is to use my own knowledge and experience to create an application that people must use.

## EDUCATION

### International University

Major: Computer science

GPA: 2.84/4

2019-Present

## WORK EXPERIENCE

### International University

Project AssignmentSE

Duration: 19 day

Technologies Used: Java, draw.io, GitHub

- Work as a team to draw class diagrams
- Based on Business Processes

Link: <https://github.com/hainamtr317/AssignmentSE.git>

Dec 12 - Dec 31, 2021

### International University

Project Game Tetris

Duration: 3 months

Technologies Used: Java, GitHub

- Object-Oriented Programming project, so we used what we learned in class about Object Orientation to code this project.

Sep 20 - Jan 15, 2021

## SKILLS

### Language

English, Vietnamese

### Computer skills

Eclipse, VS code, NOTepad++, dev C/C++, react

### High-level Programming Languages

Java, C/C++

### Soft skills

Teamwork, time management, adaptability

## INTERESTS

I like Swimming

Music of Maroon 5, Bruno Mars,...

Travel

- To render the game we use the JFrame library in java

- we used Stack Overflow to solve some problems like adding sound and runtime,...

**Link:**<https://github.com/DucLuan22/Tetris.git>