



# NGUYEN HAI QUAN

FULLSTACK DEVELOPER

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🐙 <https://github.com/haiquan0092003>

## Education

### International University

- Senior student
- 2021 - 2025

### University West of England

- Top-up Student
- 2025 - 2027

## Certifications

- MOS Word
- MOS Excel
- Cisco Certified Network Associate Routing and Switching (CCNA)

## Technical Skills

- **Frontend:** ReactJS, Bootstrap, HTML, CSS, JavaScript/TypeScript.
- **Backend:** ExpressJS, NestJS, NodeJS.
- **Database:** MySQL, MongoDB, TypeORM.
- **Tools & DevOps:** Git, Github, Docker, Postman.
- **Other:** JWT, Restful API, MVC Pattern, Golang.

## Languages

- **English B2** – Able to read technical documents, write emails, and communicate effectively at work.
- **Japanese N5** - Understand basic phrases, simple conversation.

## ABOUT ME

I'm a Senior Computer Science student with a strong passion for full-stack development. I've worked on real-world projects using ReactJS, NodeJS, MongoDB, and Docker. I'm eager to learn, adapt quickly, and contribute to team-based development environments.

## PROJECTS

### AutoParts E-commerce Website

Nov 2024 - Apr 2025

- **Description:** Developed a secure and reliable e-commerce platform for automotive parts, enhancing the online shopping experience.
- **Scale:** Group project (3 members)
- **Role:** Fullstack Developer
- **Tech Stack:**
  - Frontend: React.js, Redux, Material-UI, Styled Components
  - Backend: Node.js, Express.js, Socket.io
  - Database: MongoDB, Redis
  - Security & DevOps: JWT, OAuth2, bcrypt, Docker, AWS
  - Payment Integration: Stripe, PayPal
- **Github:** [https://github.com/haiquan0092003/Project\\_wad](https://github.com/haiquan0092003/Project_wad)

### Pacman – AI Ghosts Pathfinder

Apr 2024 - Jun 2024

- **Description:** Developed a Java-based Pacman game enhanced with AI-driven ghost pathfinding using A\*, UCS, DFS, and Bidirectional DFS algorithms for dynamic enemy behaviour.
- **Scale:** Group project (5 members)
- **Role:** Game Logic & Algorithm Developer
- **Tech Stack:**
  - Language: Java
  - GUI: Java Swing, AWT
  - Algorithms: A\*, Uniform Cost Search, Depth-First Search, Bidirectional DFS
  - Data Structures: Stack, Priority Queue, HashSet
  - Tools: IntelliJ IDEA, GitHub, Java Timer
- **Github:** [Pacman-github](#)

## Other Projects

- **Github:** [TCR-Clash-Royal-Game-Golang](#)
  - **Description:** TCR is a real-time, multiplayer tower defense game built using Go language
- **Github:** [HomeShop](#)
  - **Description:** Simple Website purchase.