

Nguyen Khanh Ha

Front-End Engineer

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Profile

As a senior Computer Science student at International University (VNU-HCMC), I bring an academic foundation with expertise in Frontend and Backend Development. Eagerly seeking opportunities to contribute skills and knowledge in a challenging environment that fosters personal and professional growth.

Education

International University – VNU HCMC

2021 - 2025

- Bachelor of Computer Science
- GPA: 3.4/4
- Related Courses: Object-Oriented Programming, Data Structures and Algorithms, Principles of Database Management, Web Application, Software Engineering, Object-Oriented Analysis and Design

Technical skills

- **Programming Languages:** HTML, CSS, JavaScript, TypeScript, Java
- **Frameworks/ Platforms:** Angular, Bootstrap, Tailwind CSS, NodeJS
- **Database Management System:** MySQL, MS SQL Server, MongoDB

Languages

- **English** [Fluent]
- **Vietnamese** [Native]

Professional Experience

VNPT IT2 - Front-end Developer Intern

District 3, Ho Chi Minh 07/2024 - 09/2024

- Developed the front-end of an online meeting platform using **Angular**, ensuring a responsive and user-friendly interface.
- Integrated the company's **Go Meet SDK** to enable seamless video conferencing and real-time communication features.

Projects

• Movie Website – Fullstack Developer

December 2024

Link Github: hanguyen2403/Movie-Website

Description: Design and build a movie platform where users can browse movies, watch them, and sort by genre, year or country and create personalized movie lists to manage what they want to watch or have watched.

Technologies:

- **Front-end:** CSS/HTML/Angular 18 (Bootstrap 5)
- **Back-end:** Nodejs (Express.JS), MongoDB

Responsibilities:

- Design the website interface using **Figma** to create a responsive and user-friendly UI.
- Build the back-end side of the platform, including creating APIs and connecting databases using **Firebase** and **MongoDB**.
- Code the front-end UI following responsive design rules and set up reusable components for scalability.
- Handle business logic for **Movie Management** and **User Management**, including **List management** (favorites, continue, watchlists).
- Implement authentication using **JWT** for both front-end and back-end.

• E-learning Website – Fullstack Developer (Team Project)

June 2024

Link Github: [hanguyen2403/E-learning-platform](#)

Description: Design and build an e-learning platform that allows users to share learning modules and quizzes with CRUD features.

Technologies:

- **Front-end:** CSS/HTML/ReactJS (Tailwind CSS)
- **Back-end:** Python (Django), PostgreSQL

Responsibilities:

- Analyze customer needs to design ERD for the website.
- Using **Figma** to demo the interface for the website.
- Build the API in the server side using **Python Django** and apply **Model-View-Template (MVT)** - design pattern to build website's features.
- Create the website's user interface using **Tailwind CSS** for styling and **ReactJS** for building dynamic and interactive components.

• Flavour Communicate - Software Developer

June 2024

Link Github: [hanguyen2403/Flavour-Communicate](#)

Description: Developed a software control platform enabling real-time synchronization and precise delivery of smell and taste stimuli to enhance multisensory flavor experiences.

Technologies:

- **Front-end:** CSS/HTML/Javascript

Responsibilities:

- Design a user-friendly interface that meets UX and UI standards using **Figma**.
- Develop a fast and optimized web application interface using **ViteJS** and style it with **Tailwind CSS**.
- Implement business logic to process scent commands and ensure proper communication with the hardware.

• Line 98 - 2D Game

Dec 2023

Link Github: [hanguyen2403/Line98-DSA](#)

Description: A 2D game built with Java Swing to learn about **data structure and algorithm**, which implement the **breadth first search** and **linklist** as the core game feature.

Technologies: Java (Swing)

• Tetris - 2D Game

May 2023

Link Github: [hanguyen2403/Tetris-OOP](#)

Description: Creating 2D games apply **Java** and **Object-oriented programming**

Technologies: Java (Swing)