



Tran Viet Hoang

DEVELOPER

PERSONAL INFORMATION.

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🌐 <https://github.com/hoang2807>

📍 Bach Mai, Ha Noi

SKILLS

LANGUAGES

HTML, CSS,, JS, TS, Dart, Java

FRAMEWORK

ReactJS, NextJS, NestJS, Flutter, Tailwind, Bootstrap, SASS

LIBRARIES & TOOLS:

NodeJS, Git, Docker, MySQL

OTHER

Java Android
Linux, AWS S3, AWS EC2, Minio
Deploy Frontend and Backend to linux
Teamwork

INTERESTS

Coding, Gaming, Badminton,
Reading book

SUMMARY

Beyond my professional experience with companies, I have gained one year of freelance experience. With experience and a high learning spirit in the position of Developer, I believe that I can take advantage of my skills to complete the assigned tasks as well as contribute to the development of the company. My goal is to continually develop my technical skills while pushing the boundaries of web development to create applications that not only meet but exceed client expectations and deliver measurable business results.

WORK EXPERIENCE

DEVELOPER

July 2024 - May 2025

Gtel Mobile JSC

- Understanding of the software development process, with a long-term orientation toward sustainable product growth.
- Collaborate with partners to complete assigned tasks.
- Work with other departments to integrate IT into the workflow processes.

Project: App MyGmobile

- Use flutter to develop an application, including implementing and handling RESTful APIs for data communication app My Gmobile.
- Designed and implemented backend APIs using NestJS to support the functionality of mobile applications. Build notification jobs and send them to Telegram. Build features for managing agencies and handling electricity/water bill payments.

Project: Web Admin

- Developed backend APIs using NestJS to support the admin dashboard in managing tasks and resolving bugs
- Complete the tasks assigned by the department manager

DEVELOPER

May 2023 - May 2024

Freelancer

Converted Figma designs into fully functional web pages using HTML and CSS. Implemented APIs according to tasks assigned by team leads or project managers

DEVELOPER

December 2021 - April 2023

Pionero

- Exposure to various types of projects, working with different technologies.
- Had the opportunity to collaborate and learn alongside highly proficient developers.

Project: Android App to connect camera 360

- Use React Native to create an Android mobile app that connects to the Theta 360 camera, reads documentation, and uses the camera through the phone.
- Use the customer's algorithm to store the image location on the map, then upload the image and coordinates via the API provided by the customer.

Project: Web app that analyzes components in an image (e.g. plastic)

- Use Expressjs to receive photos from clients and use the service provided by the AI team to analyze the images.
- Use Reactjs to create an interface for users to use.

Project: Education Game Website

- Using Phaser as a web game client with figma design. Applied the theory of relative positions between two circles to implement game

logic according to the rules.

- Koajs for the backend and ejs for admin page. Handled student data and academic scores, with the ability to export information as CSV file

Project: Idol Website

- Utilized NuxtJS to implement web interfaces based on Figma design specifications.

EDUCATION

HANOI UNIVERSITY OF CIVIL ENGINEERING

2018 - 2024

Software Engineer