Hoàng Văn Nguyên

Fresher Java Web

Introduce

Sheryl Sandberg, Chief Operating Officer of Facebook, once said, "**Information technology is not only changing our lives, but also changing the way we think about life.**" With the tangible values that the information technology industry brings to our lives, it serves as a driving force that propelled me into the field of programming. Through experiences and acquired knowledge, fueled by passion, creativity, and a relentless pursuit of innovation, I aspire to contribute my small part to the collective development of businesses and, on a broader scale, society—starting from the smallest actions and tasks.

Short-term goal: To seamlessly integrate into a new work environment, engage in learning, and operate within a dynamic, friendly, and progressive setting. Aspire to become a junior developer within one year of work.

Long-term goal: To establish a long-term connection with the esteemed company, participate in various projects, learn additional programming languages and emerging technologies. Aim to become a senior developer within the next 4-5 years.

Contact

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Reference person

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Education

09/2014 – 04/2019

HUE UNIVERSITY OF AGRICULTURE AND FORESTRY
Food Technology Engineer

02/2023 – đến nay

CODEGYM'S PROGRAMMER TRAINING SYSTEM
Studying FullStack JAVA Web Development at CodeGym Center - Hue

Skills

Front - end:
- HTML, CSS, JavaScript ES6
- ReactJS v18.2.0
- Bootstrap v5.3.0
- Material UI v5.14.7

Back-end:
- JAVA Core
- Spring MVC
- Spring Boot v2.5.9
- RESTful API
- Object-Oriented Programming (OOP)
- Postman

Database:
- MySQL Workbench v8.0.33

Source code and software development management tools:
- Git, GitHub, GitLab, Scrum và Jira

Other skills::
- Communication and teamwork skills
- Ability to withstand high work pressure
- Self study
- Office computing
- Graphic design with Autocad 2D, Sketchup 3D, Solidworks 3D

Group project

CINESTAR MOVIE THEATER SYSTEM MANAGEMENT APPLICATION

(08/2023- 10/2023)

Description	• An application that allows users to view movie schedules, book movie tickets, order food and drinks online and offline at the counter, check advertising news, and promotional programs at various branches of the system. • The application also aids in employee management, film management, expiration dates, showtimes, revenue statistics, and the management of advertising news and promotions throughout the entire system.
Team size	4
Responsibilities	• Analyze and design the application architecture with the team. • Manage assigned tasks and team discussions through Slack. • Develop news API, design the dashboard interface for news, and create customer interfaces for news, movies, promotions, introductions, and contacts. • Hold daily meetings with the team and Scrum Master.
Project Development Process	• Project plan: https://bit.ly/plan-cinestar • Project backlog: https://shorturl.at/chxl7 • Database: https://shorturl.at/bmq35
Role	Group member
Technology used	• Frontend: HTML, CSS, MUI, JavaScript, ReactJS, Redux Toolit • Backend: Spring Boot, RESTfull API, Spring Data JPA, Spring Security • Database: MySQL
Link project	• Link github dashboard: https://bit.ly/cinestar-dashboard-v2 • Link github customer: https://bit.ly/cinestar-customer-v2 • Link github API: https://bit.ly/cinestar-api-v2 • Link swagger: http://bit.ly/cinestar-swagger • Link to access customer page: https://cinestar.onedev.top/ Customer account: customer.hue@co.cc Pass: 12345678 • Link truy cập trang dashboard: https://cinestar.onedev.top/cp/login Admin loca accountl: admin.hue@co.cc Pass: 12345678 Cashier local account: cashier.hue@co.cc Pass: 12345678
Learned skills	• Understanding the project development process • Enhancing teamwork skills, resolving conflicts during team collaboration. • Learning new technologies such as MUI, Redux toolkit, and other ReactJS libraries (React Quill, React Scroll, React Slick, ...)

Group project

BILLIARD COUNTER BILL PAYMENT APPLICATION

(07/2023- 08/2023)

Description	An application that helps manage playtime and a list of drinks and food ordered at each table to generate payment invoices.
Team size	2
Responsibilities	- Business analysis, database design. - Self-manage assigned tasks and engage in direct team discussions. - Develop dashboard, login, and register interfaces. - Participate in building the order function, the function to update the bill total every minute. - Write CRUD API for the desk page and customer page. - End-of-day team discussions and code merging.
Role	Group member
Technology used	- Frontend: HTML, CSS, JQuery, Boostrap - Backend: Spring Boot, RESTfull API, Spring Data JPA, Spring Security - Database: MYSQL
Link project	- Link github: https://bit.ly/billiards-bill-application - Link to deploy the project: https://bida.cghue.com/login Admin account: nguyenhoang Pass: nguyen39248 Staff account: minhnhat Pass: nhat123
Learned skills	- Understand the operation of Spring Boot, RESTfull API - Understand more about how data is organized and stored in MySQL - Understand more about how to build databases and relationships between entities - Know more about DTO and data validation - Know how to use Spring Security for authentication and authorization - Know how to handle exceptions - Know more about Cloudinary image provisioning and management service

Personal project

APPLICATION TO MANAGE BOOK RENTALS AND LIBRARY REVENUE
(04/2023 – 05/2023)

Description	An application that allows managing book loans and library revenue.
Team size	1
Respomsibilities	Project business analysis, structure, and development.
Role	Developer
Technology used	Java
Link project	https://github.com/hoangvannguyen96/Liberian
Learned skills	• Gaining a deeper understanding of the usage and syntax of the Java language. • Learning more about reading and writing CSV files. • Taking initial steps in implementing business logic into code.

APPLICATION FOR MANAGING MOTORBIKE INVENTORY INBOUND AND OUTBOUND
(03/2023 – 04/2023)

Description	Inventory Management Application for Motorbike Inbound and Outbound
Team size	1
Respomsibilities	Project Structure and Development
Role	Developer
Technology used	HTML, CSS, JavaScript
Link project	Link github: https://bit.ly/storage-management Link deploy: https://bit.ly/deploy-storage-management
Learned skills	• Gaining a deeper understanding of the syntax and usage of JavaScript. • Taking initial steps in familiarizing oneself with the process of creating a simple application.