23/12/2001

19A Tan Thuan Tay, Binh Thuan Ward, District 7

0399989849

vinhnh.2312@gmail.com

NGUYEN HOANG VINH

DEVELOPER

- Apply skills, understand technology and language platforms to become a programmer.
- With the acquired professional knowledge, I will contribute to the company's growth.
- The practical work experience that I have accumulated will serve as a foundation for me to achieve my goal of becoming a skilled programmer in the future.

EDUCATION

HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY
Computer Science | 2021-2024

FPT POLYTECHNIC HCM
Application Development | 2019-2021
GPA: 7.9

SKILLS

- Web development FrontEnd: CSS, HTML, JavaScript, AngularJS.
- BackEnd programming using Java & PHP.
- Designing user interfaces, tracking and determining user interactions through web.
- Good teamwork skills, meeting deadlines, regularly contributing ideas within the team, and sharing workload.

WORK EXPERIENCE

VNPLUS TECHNOLOGY AND INVESTMENT JOINT STOCK COMPANY

Internship Tester & FrontEnd Developer

- Designing test cases and test designs, monitoring issues that arise during the testing process, collaborating with other teams to improve the product, writing test reports, and presenting assigned tasks.
- Programming web design projects for the company using HTML, CSS, JavaScript, AngularJS, Bootstrap, and other relevant languages.
- Troubleshooting website and application errors.

WEB GRADUATION PROJECT "BOOKING TRAVEL AND EVENTS"

Position: Front end and Back end, Team Leader

- Participate in programming web pages using AngularJS, Java Spring Boot,thymeleaf, web animation, connecting to SQL Server database, and developing web functionalities.
- Assign tasks to each team member, evaluate progress, write reports, and provide support for each position.
- Support UI/UX design.

The Teky Academy of Technology and Innovation.

Collaborator (Tester - Instructor)

- Participate in guiding children in programming, using languages such as Python, Scratch, HTML, CSS, JavaScript, etc.
- Participate in guiding children in subjects related to electronics and automation such as Lego Mindstorm, Arduino, etc.