

# PHUC HONG LE

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## OBJECTIVE

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I am a fourth-year student seeking an internship to gain hands-on experience in a professional environment. I have built foundational skills in UI/UX design, front-end development, and back-end architecture through academic projects and self-driven learning. I am eager to learn from experienced professionals and contribute to innovative projects that create applications and tools aimed at boosting performance for everyone.

## EDUCATION

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### Ho Chi Minh City University of Technology (HCMUT)

*Bachelor of Computer Science (Honors Program). GPA: 3.7 (8.51/10.0)*

Ho Chi Minh City, Vietnam

*Aug. 2022 – Expected 2026*

## EXPERIENCE

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### Backend Intern — FPT Software (FTown3)

*Golang Backend Development (Iris Framework)*

Ho Chi Minh City, Vietnam

*Jun. 2025 – Aug. 2025*

- Developed backend services in Golang using the Iris framework within a production-oriented development environment.
- **Responsibilities:**
  - Built RESTful APIs to support internal application features
  - Implemented business logic and request validation
  - Designed and interacted with MongoDB for data persistence
- **Tech:** Golang, Iris, MongoDB, Git

## PROJECTS

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### Hospital Management System

*Distributed Backend System - Team of 8*

GitHub

*April. 2025*

- Developing a hospital management system based on a microservices architecture.
- **Responsibilities:**
  - Set up services using Spring Boot and Spring Cloud
  - Configured API Gateway using Spring Cloud Gateway for routing
  - Implemented service discovery and load balancing using Eureka Server
  - Integrated Micrometer and Zipkin for distributed tracing
  - Used Jib plugin to containerize services and push images to Docker Hub
- **Tech:** Spring Boot, Spring Cloud, Zipkin, Micrometer, Docker

### BKBotScheduler (Mobile)

*Mobile Application - Team of 4*

GitHub - Behance - Prototype - Figma

*Apr. 2025 - Present*

- Created a mobile application enabling HCMUT students to effectively manage their schedules and events through Google Calendar integration and AI-assisted commands.
- **Responsibilities:**
  - Designed the UI/UX in Figma (Mobile view)
  - Developed the front-end using React Native with Expo on top
  - Showcased the project on Behance
- **Tech:** React Native, Expo

## BKBotScheduler (Web)

GitHub -Prototype - Figma - bkbotscheduler.vercel.app

Web Application - Team of 8

Dec. 2024 - Jan. 2025

- Created a website enabling HCMUT students to effectively manage their schedules and events through Google Calendar integration and AI-assisted commands.
- **Responsibilities:**
  - Designed the UI/UX in Figma
  - Developed the front-end using React
  - Implemented Google OAuth authentication
  - Wrote front-end unit tests with Vitest
- **Tech:** FlowbiteReact, React (TS), TailwindCSS, NestJS (TS), PostgreSQL, Vitest, Selenium, Google Calendar and Gemini API

## HCMUT Student Smart Printing Service

GitHub - Prototype - Figma - hcmutssps.vercel.app

Web Application - Team of 5

Sep. 2024 - Nov. 2024

- Developed a website enabling HCMUT students to easily print files at their desired printer location.
- **Responsibilities:**
  - Designed and implemented the entire back-end (database architecture, API management, and system integration)
  - Integrated Azure Blob Storage for file handling
  - Designed UI/UX wireframes and prototypes in Figma
  - Led front-end development in React and managed global state using Redux
- **Tech:** FlowbiteReact, React (TS), TailwindCSS, Redux, Express.js (TS), Microsoft SQL Server, Azure Blob Storage

## TankGame

GitHub — hcmutxetangcuongno.vercel.app

HTML5 Game - Team of 2

Jan. 2025

- Built a 2v2 online multiplayer tank game using a decentralized architecture with WebRTC for peer-to-peer communication.
- **Responsibilities:**
  - Set up the project with React
  - Integrated WebRTC for peer-to-peer networking
  - Implemented Firebase as the signaling server
  - Managed real-time game state in React
- **Tech:** React (JS), Firebase, WebRTC

## SKILLS

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**Languages:** English (IETLS 7.0), Vietnamese (Native)

### Technical Skills:

- **Programming Languages:** JavaScript / TypeScript, Python, Java, C++, Go
- **Frontend:** TailwindCSS, ReactJS, Redux, React Native
- **Backend & Database:** Express.js, Spring Boot, Iris, SQL, MongoDB, Snowflake
- **Tools & Technologies:** Linux, Bash Script, Figma, Docker, Jira.

## CERTIFICATES

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### Software Development with SCRUM

Ho Chi Minh City, Vietnam

Axon Active - Agile Software Development Company

April. 2025

## ACTIVITIES

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### Research on Data Streaming with Distributed Bloom Filter

Jan. 2025 - Present

Supervised by Assoc.Prof. Nam Thoai

- Researching real-time data streaming using Apache Kafka combined with Distributed Bloom Filters for efficient data filtering and storage optimization.

## AWARD

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### Top 6 Best Team at WebDev Adventure 2024

Ho Chi Minh City, Vietnam

Web Developer - Team SyntaxStriker

May. 2024