# Tran Van Vi

Programmer fresher

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Da Nang

https://github.com/hubgame285

# OBJECTIVE -

- As a person who loves programming, I will learn, improve my knowledge and skills and programming knowledge.
- Get in touch with a real and professional working environment to gain experience for myself.
- In the next few years, I hope to become an excellent programmer and join the core staff of the company in the near future.

# **PROJECTS**

### Coffee shop management app

07/2024 - 09/2024

Name of customer: null

Team size: 5

# Sales Manager

12/2023 - 02/2024

Name of customer: null

Team size: 1

### Mario game

- - -

Name of customer: null

Team size: 1

## POSITION IN PROJECT: PROGRAMMER

- Participate in system analysis and design
- Build and develop login, account, product for admin
- Fix bug

#### **TECHNOLOGY DESCRIPTION**

Using NodeJs, Express.js and Bootstrap 4 to get data from MySQL to build web management for admin

# POSITION IN PROJECT: PROGRAMMER

- · Build user interface and create database using SQLite
- Build management functions: employees, orders, products, manufacturers, statistics. Includes basic functions such as adding, editing, and deleting.
- · Check and fix bug

#### **TECHNOLOGY DESCRIPTION**

Use Android Studio to design the interface screen and Java to handle the operations.

## **POSITION IN PROJECT: PROGRAMMER**

- · Image creation, animation and camera processing
- · Handling character and monster movement
- · Build and handle collisions: touch monsters, pass levels, limit falls, score
- · Check and fix bug

## **TECHNOLOGY DESCRIPTION**

Use Unity's features and script with C#

## **EDUCATION**

2021 - 2024

## **COMPUTER PROGRAMMING - MOBILE**

FPT Polytechnic College

I learn to make basic websites, games and android apps GPA: 7.9/10

## SKILLS

Programming languages: Javascript, Java, C#

Database: MySQL, SQLite, MongoDB

Technologies and tools: Git, Github, Express - Node.js, ReactJS,

React Native, Unity

**Soft Skills:** Problem solving, Teamwork and time management, Self-study