TAT ANH HUY

 github.com/huyanhtat   facebook.com/june.jackie.71/   tatanhhuy2014@gmail.com
 https://huyanhtat.github.io/github-portfolio/

EDUCATION

SaiGon University June 2026
Software Engineering *Current GPA: 2.5/4.0*

COURSEWORK

Courses: Object-Oriented Programming, Data Structures & Algorithms, Embedded Systems, Calculus, Physics, Probability & Statistics

SKILLS

Languages: C/C++, Python, Java, JavaScript, HTML/CSS
Tools: Git/GitHub, VS Code, VS Studio Code

PROJECTS

Bookstore Management Website | *C Sharp, HTML/CSS, Visual Studio 2022* Mar. 2025 – Present
- Team project: Developed a web application for managing and selling books online, focusing on easy book searching and efficient order processing
- Implemented core features like user registration, book catalog management, shopping cart, and order tracking using C Sharp and SQL Server
- Improved database performance and ensured secure access with login authentication and role-based access control

E-Commerce Website for Computer Accessories | *VS Code* Nov. 2024 – Present
- Team project: Developed a user-friendly website for selling computer accessories, focusing on responsive design and intuitive navigation
- Designed dynamic features like product filtering, cart management, and interactive user interface
- Ensured cross-browser compatibility and optimized website performance

Sports Yard Booking System | *React, CSharp, HTML/CSS, VS Studio Code* Dec 2024 – Present
- Built a web application for booking sports yards, featuring real-time availability updates and seamless user experience
- Implemented a backend using CSharp for handling data processing and user authentication
- Integrated a React-based frontend for dynamic interaction and responsiveness

Flappy Bird Game | *Python* Nov. 2023
- Developed a clone of the Flappy Bird game using Python and the Pygame library
- Designed game mechanics, including gravity, collision detection, and scoring system
- Implemented sound effects and animations to enhance the user experience

EXPERIENCE

Currently a 4th-year Software Engineering student at Saigon University, Vietnam

Using programming languages (Python, JavaScript, CSharp) and frameworks (React, Pygame)

Familiar with Agile methodologies and version control systems like Git

HOBBIES

Exploring coding techniques and learning new programming languages

Listening to music to relax and inspire creativity