




# TAT ANH HUY

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## EDUCATION

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**SaiGon University**

*Software Engineering*

June 2026

*Current GPA: 2.6/4.0*

## COURSEWORK

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

## SKILLS

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**Languages:** C/C++, Python, Java, JavaScript, HTML/CSS, L<sup>A</sup>T<sub>E</sub>X

**Tools:** Git/GitHub, Unix Shell, VS Code, IntelliJ PyCharm/IDEA

## PROJECTS

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**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

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**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**