

PHAM VAN HUY

FRONTEND DEVELOPER - VUEJS



CONTACT

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CORE SKILLS

- Vue.js & Vue Router
- Vuex (State Management)
- JavaScript/ES6+
- HTML5 & CSS3
- Git Version Control
- PHP, Laravel, MySQL, Python

FRONTEND SKILLS

- REST APIs Integration
- NPM/Yarn Package
- Conversion from Figma
- Responsive Web Design
- SCSS/SASS
- Bootstrap/Tailwind CSS

ADDITIONAL SKILLS

- Basic TypeScript
- Component Libraries (Vuetify, Element UI)
- Cross-browser Compatibility
- Agile/Scrum Methodology
- Use ChatGPT, Claude, Grok for code optimization and problem-solving
- N8N workflow automation
- Design Implementation:
- Figma to Vue.js conversion
- Pixel-perfect UI implementation



PROFILE

Passionate Frontend Developer with 2+ years of experience specializing in Vue.js development. Strong focus on building responsive and user-friendly web applications. Proficient in modern JavaScript frameworks and committed to writing clean, maintainable code. Experienced in collaborating with cross-functional teams to deliver high-quality solutions that meet business requirements and enhance user experience.



WORK EXPERIENCE

HYTEK VN Company

2022 - PRESENT

Frontend Developer - VueJS

- Developed and maintained multiple features for an e-commerce platform using Vue.js framework.
- Implemented responsive design principles and optimized website performance, improvement in page load times and enhanced mobile user experience.
- Collaborated with backend teams to integrate RESTful APIs and state management solutions using Vuex, ensuring seamless data flow and real-time updates.
- Built reusable UI components and established a component library, reducing development time for new features.
- Utilized Git for version control and participated in code reviews to maintain high code quality standards and share knowledge within the team.
- Worked in an Agile environment, participating in daily stand-ups, sprint planning, and retrospectives to ensure timely delivery of project milestones.

HYTEK VN Company

2024 - 2025

Game Developer (Unity)

- Developed and implemented game mechanics using C# and Unity Engine, focusing on player interaction and gameplay systems
- Created responsive UI elements and game interfaces using Unity's UI system
- Collaborated with artists and designers to integrate visual assets and improve game feel



EDUCATION

Ho Chi Minh City University of Industry and Trade

10 - 2024

Bachelor of Information Technology

Major: Software Engineering

GPA: 3.1 / 4.0