

# NGUYEN MY THONG

Software Engineer - Game Dev

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## SUMMARY

I am a second-year Computer Science student at UIT University, with strong interest about Web App and Game Development. Additionally, I am really into AI, Machine Learning and am actively learning how to apply these technologies to solve real-world problems.

## EDUCATION & CERTIFICATIONS

**University of Information Technology – UIT**

Computer Science student.

**MERN Stack complete course - Udemy**

Udemy course certificate

**Complete Web Development Bootcamp - Udemy**

Udemy course certificate

**Google Developer Student Club UIT**

A Developer of GDSC club at my school - UIT

**Complete Machine Learning Bootcamp - Udemy**

Udemy course certificate

## SKILLS

- |                                 |                              |                       |
|---------------------------------|------------------------------|-----------------------|
| • <b>Programming Languages:</b> | • <b>Frameworks/ Tools:</b>  | • <b>Soft Skills:</b> |
| - C++, Go, Java                 | - Sveltekit, NextJS, FastAPI | - English (B2)        |
| - Python, TypeScript            | - Docker, Firebase, MongoDB  | - Teamwork            |
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## PROJECTS

**Software Engineer**

**Realtime Chat App**

**Feb 2024 - March 2024**

A chat app with very simple UI allows users to securely join or create chat rooms and engage in instant direct messaging, with user authentication and seamless realtime communication.

**Personal Blogsite**

**Jan 2024 - Feb 2024**

A blogsite focuses on tech, development, and IT topics, where I share insights, tutorials, and experiences related to the world of software development and technology.

**Time Tracking App**

**Jan 2024 - Feb 2024**

A desktop app for time tracking allows users to monitor various activities and visualize them through different types of charts and AI suggestion.

**Learn2Aid**

**March 2025 - April 2025**

This app is an app for Hackathon 2025. My role was a backend engineer, build API, setup services. About this app, this is an app that allows users to learn how to aid through videos and quizzes. Moreover, it has AI model so that user can practice aiding then record video and send to the model to judge the accuracy.

**Game Developer**

**Multiplayer Game Browser**

**August 2024 - October 2024**

Multiplayer simple games on browser for everyone to play with their friends. This project I build both server and client using Go and HTML canvas API.

**Forward Thinking Game**

**June 2024 - July 2024**

"A platformer where your mind has to be in the future". I built this game with a friend of mine in 4 days for 2024 GMTK Game Jam.

**SkillForge**

**March 2025 - Present**

A platform that allows students to complete projects created by businesses to earn experience and skills.

This project is like a market place of projects, where the buyers would be students and the sellers would be business, the "money" is the experience and skills for the students and the tasks and projects done for the businesses.

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