NGUYỄN GIA THỊNH

Internship Position

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OBJECTIVE

As a third year student majoring in Computer Science at HCMC University of Technology, I am eager to secure an internship position at [Company Name] to apply my academic knowledge in a practical setting, enhance my skills, and gain valuable work experience, contributing to the company's success.

EDUCATION

HCMC University of Technology. *January 2025 - May 2025*

Major: Computer Science.

Relevant Coursework: Data Structures and Algorithms, Operating Systems, Computer Networks, Database, Principles of Programming Languages, Game Development.

TECHNICAL SKILLS

- Proficient in C++ and familiar with Python for algorithmic problem solving.
- Good understanding of HTML, CSS, TypeScript.
- Experience with design tools Figma.
- Worked with React and React Native in academic projects.
- Have experience using Tailwind CSS and Bootstrap for front-end layout and styling tasks.

SOFT SKILLS

- IELTS: 6.5 - Comfortable with technical documentation and professional communication.
- Good at organizing workload to ensure timely delivery.
- Collaborative and able to work effectively in a team environment.
- Quick learner.

ACADEMIC PROJECTS

Smart Home Management System *Jan 2025 - May 2025*

- Description: An application that enables users to remotely control various home appliances and devices through a centralized interface. The project integrated IoT technologies, sensor data, and automation protocols to improve home security and overall convenience.
- Technologies: IoT, ReactNative, MongoDB, Adafruit
- Role: Designing the front-end user interface, implementing device control logic, and integrating APIs for communication between the mobile app and IoT devices. Also contributed to defining device behavior logic and ensuring seamless interaction between the mobile UI and hardware components.

E-Learning School Management Website *Jan 2024 - May 2024*

- Description: A comprehensive website designed to streamline school administration and e-learning, integrates features such as course management, online assessments, and communication tools, facilitating effective interaction between students, teachers, and administrators.
- Technologies: HTML, CSS, JavaScript, Firebase.
- Role: Responsible for front-end development, designing the user interface, and ensuring the system's responsiveness and ease of use.

Fine-Tuning GFP-GAN Model for Old Photo Restoration *Sep 2024 - Dec 2024*

- Description: This project focused on enhancing the performance of Generative Adversarial Networks (GANs) for restoring old and degraded images. The process involved fine-tuning pre-trained GFP-GAN models, optimizing loss functions, and improving image quality metrics.
- Technologies: Python, TensorFlow/PyTorch, OpenCV, GFP-GAN models.
- Role: Model training, hyperparameter tuning, and evaluation of image restoration results.

Chess Game Project *Sep 2024 - Dec 2024*

- Description: A 3-mode chess game, supporting Online PvP, local PVP, and PvE modes. The AI opponent in PvE mode was enhanced using basic machine learning techniques to provide adaptive difficulty.
- Technologies: Unreal Engine, C#, Photon, Python.
- Role: Designed and implemented core gameplay mechanics and user interface. Also contributed to UI/UX polishing and testing across different game modes.