NGUYỄN GIA THỊNH

Internship Position

0908536494 | thinh.nguyenza@hcmut.edu.vn | Portfolio

OBJECTIVE

As a student majoring in Computer Science at HCMC University of Technology, I am eager to secure an internship position 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   *Aug 2022 - Now*
Major: Computer Science.
GPA: 3.0/4.0
Relevant Coursework: Data Structures and Algorithms, Operating Systems, Computer Networks, Database, Software Engineering, 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, Expo
- Role: Designing the front-end user interface, implementing device control logic, and integrating APIs for communication between the mobile app and IoT devices.

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 - Nov 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.