Sang Le Hoang

Final-year student

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OBJECTIVE

My goal is to be an excellent software engineer in the future, create wonderful applications that make people life better.

```
while(i) { i++; }
```

EDUCATION

Oct 2016 - Present

Ho Chi Minh University of Science
Major: Software Engineer (Talented bachelor program)
Coursework: Data structure & algorithms, operating systems, networking, computer architecture, programming languages

TECHNICAL SKILLS

Programming language:	Python (Proficient), C/C++, Javascript, Java (Familiar)
Frameworks	Flask (Proficient)
Front-end programming:	HTML, CSS, Bootstrap (Proficient)
Database:	PostgreSQL (Proficient), MongoDB (Familiar)
Others:	Microservices, RabbitMQ, Scrapy, Git, Scrum, Clean code

WORK EXPERIENCE

Aug 2019 - Feb 2020

Teko Vietnam Technology JSC.
Software Engineer
Team: WMS (Warehouse Management System for Phong Vu and VnShop)
Main responsibilities:
- Message queue service (RabbitMQ)
- Developed API (Flask), connector and report.
- Implemented unit tests for services.
Recognition and Gains:
- Understanding microservice architecture and related services (message broker, API gateway).
- Used database knowledge to real projects more effectively (optimized, indexes)

PROJECTS

Tickat (Mar 2019) - https://tickat.herokuapp.com/
    Description: A website is used to sell and buy event tickets.
    Tech stack: NodeJS, PostgreSQL, Handlebars
    Github: https://github.com/lhsang/Tickat

E-assistant (Thesis 2020: Feb - Aug)
    Description: A system supports for online purchasing designed on microservices architecture.
               The project includes 3 main functions:
                - Product's price history
                - Price comparison
                - Seller reviews
    Tech stack: Flask, Scrapy, PostgreSQL, MongoDB, Redis, Spring Boot (not responsible)

AWARDS & ACTIVITIES

2018	2nd prize - MASTERING IT 2018 competition hosted by Ho Chi Minh university of Technology and Education.
2018	Pass the preliminary round of Thach thuc 2018 competition hosted by Ho Chi Minh university of Science.
2017 & 2018	Two times to participate in Hackathon UIT game contest and finished product in 24 hours.