

# Le Hien Luong

Front-end developer

**Name** Le Hien Luong

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## Overview

- Ready for **internship** in programming with good communication and quick learning skills
- Strengths: Front-end technology web application development
- Proficiency in HTML, CSS, JavaScript
- Strong proficiency in JavaScript, including DOM manipulation and the JavaScript object model
- Thorough understanding of React.js
- Experience with popular React.js workflows
- Familiarity with newer specifications of EcmaScript
- Experience with data structure libraries
- Familiarity with RESTful APIs
- Strong Experience in: JavaScript (ReactJS, React-native), MySQL JSON, API, Docker.
- Proficient use of source code management tools: GIT
- Proficiency in operating systems: Linux (Ubuntu), Windows
- Ability to learn and apply new technology quickly
- Current working location: Ho Chi Minh, Viet Nam



## Education

2018/08 – 2022/06

**TonDucThang University**

**Major** - Software Engineering

Level - Good



## Skills

- Main**
- HTML, CSS, JavaScript (ReactJS)
  - Node (ExpressJS)
  - RESTful API
  - MySQL, NoSQL (MongoDB)
  - Server (Apache), Docker
- Other**
- C# (Unity)
  - GIT
  - Python basic
  - JavaScript (cypress automation test)



## Projects

### Clone UI Instagram ([luongic.github.io/instagramUI/](https://luongic.github.io/instagramUI/))

(05/2022)

<b>Client</b>	Personal project
<b>Descriptions</b>	Clone UI of Instagram page
<b>Number of members</b>	1
<b>Position</b>	Developer
<b>Responsibilities</b>	- Developer
<b>Technology in use</b>	- Frontend: HTML, CSS, JS

### Clone Responsive UI Shopee ([luongic.github.io/shopeeClone/](https://luongic.github.io/shopeeClone/))

(05/2022)

<b>Client</b>	Personal project
<b>Descriptions</b>	Clone UI of Shopee
<b>Number of members</b>	1
<b>Position</b>	Developer
<b>Responsibilities</b>	- Developer
<b>Technology in use</b>	- Frontend: HTML, CSS, JS

### Mini Music Player (<https://luongic.github.io/m2p/>)

(06/2022)

<b>Client</b>	Personal project
<b>Descriptions</b>	Interface of music player with some song
<b>Number of members</b>	1
<b>Position</b>	Developer
<b>Responsibilities</b>	- Developer
<b>Technology in use</b>	- Frontend: HTML, CSS, JS

### Game 3D Unity (<https://github.com/luongic/What-s-Next-Sample>)

(10/2021 - 12/2021)

<b>Client</b>	Final project of school subject
<b>Descriptions</b>	Survival game with the setting on a deserted island trailer: <a href="https://youtu.be/Pan-IT0x_Gs">https://youtu.be/Pan-IT0x_Gs</a>
<b>Number of members</b>	3
<b>Position</b>	Developer
<b>Responsibilities</b>	- Create scenario - Create animation - Handling collisions - Build objects on given materials - Build the main scene
<b>Technology in use</b>	- Language: C# - Game Engine: Unity

## Personal Web Profile (<https://luongic.github.io/me/>)

(06/2022 - 07/2022)

<b>Client</b>	Personal project
<b>Descriptions</b>	Website introducing myself and the projects that I have done,is similar to an online CV
<b>Number of members</b>	1
<b>Position</b>	Developer
<b>Responsibilities</b>	- Developer
<b>Technology in use</b>	- Frontend: HTML, CSS, JS