Ma Quyết Thành

VEX ROBOTICS TEACHER, EMBEDDED SOFTWARE DEVELOPER

PERSONAL DETAILS

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ABOUT ME

Hi there, I'm Thanh!
Brief introduction about me:

- I'm a VEX robot teacher/coach, having taught and coached teams participating in VEX robot competitions.
- My goal in the IT field is to become an IoT Software Engineer or an Embedded Software Engineer.

My knowledge:

- Basic understanding of hardware and hardware protocols.
- Solid understanding of software architecture, models such as: MVC, MVVM or MVP.
- Have a certain understanding of computer vision and AI.

EDUCATION

Posts and Telecommunications Institute of Technology

IT

10/2022 - NOW

SKILL

Core skills

Git (5 years) Linux (5 years) Arduino (3 years) C++ (3 years) Firebase (3 years) FreeRTOS (3 years) Java (3 years) MongoDB (3 years) NodeJS (3 years) OpenCV (3 years) Raspberry Pi (3 years) ReactJS (3 years) Docker (< 1 year) Flutter (< 1 year) FreeRTOS (< 1 year) Java (< 1 year) MySQL (< 1 year)

WORK EXPERIENCE

[PART TIME] - GUIDE AND SUPPORT STUDENTS IN RESEARCH FOR VISEF COMPETITION 09/2021 - N

Part time jobs

Guide students to come up with research ideas, conduct research and report research in the fields of: Computer Vision, IoT Systems, Embedded Systems, Robotics and Computer Vision

HIGHLIGHT PROJECT

Land Slide Warning System 01/2022 - 05/2022

Project Overview
This project is a website designed to monitor and alert users about landslide risks. It integrates a map interface to display and manage geographic data points related to landslide risks.

The application allows users to:

- View a map with marked points indicating areas being monitored for landslide risks.
- View detailed information about each point, including humidity, rainfall, and risk level.
- Add new monitoring points to the map via the user interface.
- Update and delete existing points via backend API endpoints.

Features

- Real-time monitoring: Map data is updated regularly to reflect current conditions.
- User interaction: Users can add new points or view detailed information about existing points.
- Responsive user interface: The user interface is designed to be responsive and user-friendly.

Technologies Used

- Frontend:
  - HTML, CSS, JavaScript
  - Google Maps API
- Backend:
  - Node.js, Express.js
  - MongoDB, Mongoose
  - dotenv for environment variable management

Project URL: https://github.com/mellivora24/ViSEF_Aug_2024_LandSlide

Auto disinfecting robot 10/2020 - 02/2021

Project Overview:

- Design and manufacture a robot that follows a line to spray disinfectant in hospitals (during the COVID-19 pandemic) instead of humans.

Robot features:

- Automatically detects the line and follows it until it ends, then returns to its original position.
- Automatically turns on/off the accompanying pump based on the distance to the object to be disinfected.
- Automatically stops moving to prioritize people passing by.
- Real-time monitoring through the camera system.

Technology used:

- Arduino platform
- FreeRTOS operating system