

CONTACT

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EDUCATION

2021 - 2025

Vietnamese German University

Major: Information Technology

GPA: 9.4/10 (first year) 1.1 (second year)

Sep 2023 - Mar 2024

Frankfurt University of Applied

Science - Exchange semester

PROGRAMMING LANGUAGUES

- General purpose: C, C++, Java, Python
- Webdev: HTML, CSS, JS, Django, SQL, PHP
- Colab tools: Github, Notion, Trello
- Date Engineering tools: AWS, PowerBI, Airflow, Docker

CERTIFICATE

- English: IELTS 8.0
- Merit scholarship 100% tuition fee 2022, 2023
- DAAD exchange semester scholarship in Germany

Do Minh Quang

Applying to: Data Engineer Internship at Grab

PERSONAL PROJECTS

Python: Self-driving car

Link: https://github.com/minWang916/Al-self-driving-car-

<u>simulator</u>

Description: process camera images around the car to output decisions to make direction autonomously during

driving with neural network. **Technologies used:** Python

Data Engineering: Batch processing: ETL pipeline, data modeling, warehousing and visualization for business insights

Link: https://github.com/minWang916/Batch-processing **Description**:

- ETL pipeline to collect, process and store data from data sources.
- Use statistical graphs and charts on structured data to extract meaningful insights.

Technologies used: Python, Airflow, AWS services (EC2, S3, Glue Crawler, Glue Data Catalog, Redshift, Athena), PowerBI

Web development - Real estate finder website

Link: https://github.com/minWang916/Garo_real_estate_web site django

Description: a website to connect people searching for spare houses and home owners who would like to rent out their properties.

- Frontend: HTML, Bootraps and CSS to create website UI.
- Backend: Django framework to manage system with SQL database

Technologies used: HTML, Bootstrap, CSS, JS, Django, SQLlite.

Java game software - Affenstarke Zahlenbande

Link: https://github.com/minWang916/Affenstarken_Zahlen_Bande

Description: a game designed for kid with purpose to promote team work and simple math calculation to achieve victory.

- Game UI designed with HTML, CSS and Tiled software
- Game logic coded on Libgdx game engine with Java

Technologies used: Java, HTML, CSS, Tiled