

Nguyen Bao Hoang Chuong

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EDUCATION

- **Frankfurt University of Applied Science** Frankfurt, Germany
Bachelor of Science in Computer Science; GPA: 1.3 (9.4/10.0)
Aug. 2021 – Oct. 2024
- **Vietnamese-German University** Binh Duong, Vietnam
Bachelor of Science in Computer Science; GPA: 1.3 (9.4/10.0)
Aug. 2020 – Oct. 2024

EXPERIENCE

- **Invincix** HCM City, VN
Software Engineer Jan 2024 - Present
 - **Cultura Dashboard:** Developing the Cultura Dashboard, a web app for tracking financial and growth metrics of companies in the Cultura ecosystem. Innovated the front-end architecture to support rapidly changing client requirements, improving development speed by 50% for category-specific features and enabling faster, more robust updates across all category layouts. Technologies used: Next, Zustand, PostgreSQL.
 - **Organized Roofer:** Restructured and developed the Organized Roofer app, a platform to manage roofing contracts, resources, and customers. Proposed and implemented a solution to address unstable connectivity for salespeople by designing an offline metrics collection and quoting system, inspired by Google Drive's offline functionality. Developed back-end quoting and contract logic allowed quick automated quoting after metrics collection. Technologies used: React, Express, MongoDB, Service Workers, Stripe.
 - **Instablood:** Developed Instablood, a React Native mobile app that connects patients with emergency blood donors nearby. Streamlined guest user flow to start the blood request process in less than 10 seconds and improved donor search in the back-end to prioritize willing donors, enhancing the user experience and donor engagement. Technologies used: React Native, Redis, Nest, MySQL

PROJECTS

- **Ethereum Blockchain for Swarm Robotics:** In my thesis project, I developed a decentralized data-driven blockchain system to enable robust and secure communication between robots in a swarm, ensuring they work together to achieve a common goal. Innovated a distributed cross-validation credit system to verify task completion. Created a smart contract using Solidity for task allocation and credit management. Configured the navigation system for each robot using ROS and Python.
- **Zicke Zacke 3D:** Led a team of 5 to develop a 3D board game using Java, ensuring code quality and deadline while promoting the eagerness to explore and transform within the team. Design and develop a library for 3D model resolving, singleton game manager, game scene class, game object classes and sound manager inspired by Unity architecture and based on LibGDX. The library was developed in more than 2 weeks, and allowed seamless 3D game development in less than 2 months

PROGRAMMING SKILLS

- **Languages:** JavaScript, Java, C/C++, Solidity
- **Technologies:** Typescript, React, Next, Angular, Nest, React Native, PostgreSQL, MongoDB

ACADEMIC ACHIEVEMENTS

- **Merits Scholarship:** 100% tuition fees for top 5% GPA.
- **DAAD Scholarship:** Fully covered study-stay exchange semester in Frankfurt, Germany.
- **30/04 Competition:** Silver medal in competitive programming for southern Vietnam high school students.
- **Provincial Merit Competition:** First prize in competitive programming for Ho Chi Minh city secondary school students.

LANGUAGES

- **English :** IELTS 7.5.