NGUYEN Le Diem Quynh

Full Stack Developer

+33 6 18 31 88 54

nldq092203

<u>le-diem-quynh-nguyen</u>

Fourth-year engineering student specializing in cyber security, with strong skills in full-stack development, particularly in back-end technologies and database management. I am seeking a 4-month internship in computer science starting in April 2025, with the possibility of continuing in an apprenticeship during my fifth year.

Education

Cyber Security 2021-present

INSA Centre Val de Loire - Bourges - Main subjects: Python, Web Development, Database, AI, etc.

Academic Program in Natural Sciences

2018-2021

Le Quy Don High School for gifted students Binh Dinh - Vietnam

Projects and Experience

Movie Night Together - Web Application

August 2024 - present

Create a Social Network for Movie Event Organization

Personal Project

- Development of secure APIs with JWT and OAuth2.0 (DRF), real-time messaging and file transfer (Ably, Firebase), asynchronous and scheduled tasks (Celery, Redis), automated testing (Pytest), CI/CD (GitHub Actions, Docker), and a front-end built with ReactJS.
- Tech Stack: Django/DRF, Celery, Redis, PostgreSQL, WebSocket (Ably), Docker, Pytest, SwaggerUI, Firebase, ReactJS Website: Movie-Night (https://movienight-ui-550865855378.europe-west9.run.app)

Porfolio - Personal Website

November 2024

Personal Project

Create a Portfolio Website for Showcasing Projects and Skills

- Development of a portfolio with smooth animations, designed to present projects and skills in a modern, engaging way.
- Tech Stack: ReactJS, JavaScript, Mantine, Tailwind CSS

Github: Portfolio Website: Portfolio (https://nguyen-quynh-portfolio.vercel.app)

Vaukazimut - Mobile Application

June 2024

Create a Mobile Application for Organizing Orienteering Races (Physical Education) - Team of 3 members

University Project

- SQL Database Design, API Development, and UI Contribution with React Native
- Tech Stack: Django/DRF, PostgreSQL, ReactNative

Github: Project-Programmation-Version2

Evolving Game - Automated Multiplayer Game Create an Evolution Simulation Game - Team of 6 Members

September 2023 - April 2024

University Project

- · Architectural modeling and development of an automated 2.5D game with multiplayer functionality and UNIX socket communication.
- Tech Stack: Pygame, Socket C, IPC (Python et C)

Github: Projet Reseaux

Internship at Global Farm

June 2022- August 2022

Summer Internship in Vietnam

Agricultural Operations Management **Awards and Certifications**

Vietnamese National Student Informatics Olympiad

December 2021

Algorithms and Optimization - Algorithm, C++

Individual Competition - Third Place in Final Ranking

National Competition

Advanced Django - Coursera [Codio]

September 2024

Optimization of Django Rest Framework, API Test Writing, Integration with ReactJS, External API Utilization, and Task Scheduling with Celery and Redis.

Online Course

APIs - Coursera [Meta]

May 2024

REST API Development, Basic API Structuring, HTTP Request/Response Management, and Understanding of Key HTTP Methods

Online Course

Technical Skills and Language -

Programming & Frameworks - Python, Javascript, C/C++, Java Back-end: Django, DRF, Celery, Pytest, API RESTful, WebSocket, API Security Database: SQL (PostgreSQL/MySQL), NoSQL (MongoDB)

Front-end: HTML, CSS, ReactJS, Tailwind Operating Systems & Tools: Unix, Docker, Git Languages:

Vietnamese (Native Language) English (B2+) French (B1+)