

Cuong Minh Vu

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EDUCATION

QUEENSLAND UNIVERSITY OF TECHNOLOGIES

BRISBANE, QLD

BACHELOR OF GAMES AND INTERACTIVE ENVIRONMENTS

Graduated January 2022

Major in Software Technologies, Minor in Advanced Software Technologies

Curriculum: Data Structures and Algorithms, Cloud Computing, Software Development

DIPLOMA IN INFORMATION TECHNOLOGY

Graduated January 2018

Curriculum: IT Systems Modeling, Designing for IT, Programming Principles

PROJECTS

CUONGMINHVVU.XYZ | *AWS, React, ExpressJS, NodeJS, PostgreSQL, GitHub*

WEB DEVELOPER

April 2022 - Present

- Built a full stack portfolio website using modern React-based framework that showcases multiple personal projects such as daily reminder, to-do list, appointment booking, recommendations, and current playlists
- Designed the front-end website from scratch using React with HTML, CSS on Netlify in front of a NodeJS back-end
- Designed a custom PostgreSQL database for storing site contents and querying specific tags on the site
- Implemented tracking of important analytics from visiting users to better analyze website performance and SEO ranking
- Utilized core microservices from the cloud provider with adherence to web development standards and best practices

INTERACTIVE SURVEY EXPERIENCE | *Unity Engine (C#), GitHub*

PROGRAMMER, PYJAMA FOUNDATION & COURSEWORK

April 2021 - November 2021

- Collaborated in a team with 3 designers to deliver a complete interactive desktop application for the organization which used to survey more than 300 clients using Unity Engine and C#/NET framework
- Designed a dedicated REST API for the project to perform queries to a third-party survey tool Qualtrics
- Trained designers in the team on Git version control; resolved and reviewed Git conflicts and dependencies
- Responsible for the technical development, documentation and testing of the core application functionalities
- Communicated with the project supervisor to ensure intended features were compromised and their deadlines met

WHATSCAT | *AWS, ExpressJS, NodeJS, MySQL*

PROGRAMMER, QUT COURSEWORK

August 2020 - November 2020

- Built a NodeJS web application that displays the common locations for more than 70 breeds of felines all around the world along with photos and miscellaneous details about their traits
- Implemented and utilized a custom MySQL schema to access queries data retrieved from a third-party API endpoint
- Built and designed the entire website using HTML, CSS to display pinpoints on an embedded world map matched the geodata
- Implemented algorithms for URL fetching and resolving, and sorting of similar photos on the site for any selected breed

CLOUD IMAGING SERVICE | *AWS, ExpressJS, NodeJS, Blender (Python), S3*

PROGRAMMER, QUT COURSEWORK

March 2020 - June 2020

- Collaborated in a dedicated team of 2 to deliver a complete proof of concept service website that renders images of any user-uploaded 3D models in different angles and lighting scenarios using Blender
- Built and designed the entire site using HTML, Javascript and CSS from the ground up
- Utilized Git version control to track changes throughout the SDLC and to resolve errors/bugs and rollbacks
- Configured and managed load balancing a cluster of 10 running Docker containers on an EC2-small instance at the peak time

SKILLS

TECHNICAL SKILLS

• OOP • C# • C++ • JavaScript (ES6+) • Java • React • ExpressJS • NodeJS • HTML5 • CSS • PostgreSQL • MySQL • GitHub • Bash • Docker • Windows • Linux • AWS • GCP • Photoshop • Microsoft Suite

SOFT SKILLS

Analytical Skills
Googling and Research Skills
Bilingual Communicator (English/Vietnamese)