PHAM HOANG PHUC

FRONT-END DEVELOPER

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PROFILE

Front-End Developer with 1.5+ years of experience in building and optimizing large-scale ERP systems using **Vue 3 and TypeScript**. Eager to apply a strong **Computer Science foundation (9.14 GPA)** to build high-performance, scalable web applications in a challenging, product-focused environment.

EDUCATION & AWARDS

UNIVERSITY OF INFORMATION TECHNOLOGY (VNU - HCM) | (2020 - 2024)
- **Bachelor of Computer Science**
- **GPA: 9.14 / 10.0**
- **Awards:** Scholarship for Excellence (Top 8% of students, 2020-2023); Certificate of Prize for Student of 5 Merits.

EXPERIENCE

DVA GROUP HOLDINGS

Phu Loi Ward, Ho Chi Minh City | **Front-End Developer** | 05/2024 - Present

Developing and optimizing a comprehensive **ERP ecosystem** serving over **2,700 employees** and managing data for **19,000+ customers**, comprising three core platforms: **Admin, POS, and CRM**.

- **System Architecture & Performance:**
  - Refactored the frontend architecture to establish a **Shared Component Library**, enabling code reusability across Admin, POS, and CRM sites.
  - Optimized system performance by implementing **Code Splitting** and module decoupling, significantly reducing bundle size and improving load times for specific business modules.
- **HRM & Internal Operations (Admin Portal):**
  - Digitized core HR processes by developing complex **HRM modules** (Timekeeping, Payroll, Request Management), replacing manual spreadsheet workflows for the entire workforce.
  - Implemented automated logic for salary, tax (TNCN), and insurance calculations, ensuring transparency and accuracy in payroll management.
  - Built granular **RBAC (Role-Based Access Control)** for user/staff management and decentralized approval workflows.
- **Business Growth & Marketing (CMS & Affiliate):**
  - Developed an **Affiliate Marketing System** to expand the customer network, featuring functionalities for collaborator (CTV) approval, order tracking, and automated commission payouts.
  - Built a dynamic **CMS (Content Management System)** for **Gamification** campaigns (e.g., "Lucky Shake"), allowing admins to configure event rules, rewards, and banners to drive customer engagement.
- **Sales & Customer Service (POS & CRM):**
  - Enhanced **POS** capabilities by integrating multi-level **Commission Engines** (product-based and payment-based) and flexible reward redemption flows during order creation.
  - Upgraded the **CRM** module with a revamped **Ticket Management System**, optimizing the UI for support history, detailed tracking, and customer 360-view interactions.
  - Engineered interactive **Analytics Dashboards** for real-time reporting on Revenue, Funds, and Inventory turnover.

SKILLS

Front-End Technologies
- **Core:** JavaScript (ES6+), TypeScript, HTML5, CSS3
- **Frameworks & Libraries:** Vue.js (Vue 3), React.js, Quasar
- **State Management:** Pinia
- **Styling:** Tailwind CSS
- **API:** GraphQL

Core Programming & CS
- **Languages:** C/C++, Python
- **Data & ML:** Pandas, Numpy, Scikit-learn, PyTorch, OpenCV

Tools & Databases
- **Version Control:** Git & GitHub
- **Design:** Figma
- **Database:** MS SQL Server

PROJECTS - *view detail in my portfolio*

IMAGE SEARCH SYSTEM

Team size: 4 | 01/2023 - 02/2023
- **Tech Stack:** Python, Flask, Keras (Xception), OpenCV, Numpy, HTML, CSS, JavaScript
- **Description:** Developed a full-stack, content-based image retrieval system that allows users to search for similar images using an input query picture.
- **Responsibilities:**
  - Conducted data collection, pre-processing, and storage of image datasets (Oxford/Paris).
  - Implemented feature extraction methods using the Keras (Xception) model and OpenCV.
  - Developed the Python/Flask backend API to manage data processing and serve ranked search results.
  - Designed and built the client-facing web interface (HTML/CSS/JS) for search submission and results display.

PET LINE SHOP INTERFACE DESIGN

Team size: 5 | 03/2023 - 06/2023
- **Tech Stack:** Figma
- **Description:** Designed a complete set of wireframes and high-fidelity, interactive prototypes for a conceptual e-commerce website.
- **Responsibilities:**
  - Designed the end-to-end UI/UX for all critical user flows, including Homepage, Shopping Cart, Payment, and User Management.
  - Created interactive prototypes in Figma, linking all components and screens to simulate a real-world user experience

SUPER MARIO BROS 3 GAME

Solo Project | 04/2023 - 07/2023
- **Tech Stack:** C++, DirectX 10
- **Description:** Independently engineered a 2D game recreation from scratch, based on the original Super Mario Bros 3.
- **Responsibilities:**
  - Programmed the core game engine, including texture rendering, sprite animations, and physics-based collision detection.
  - Implemented game logic for character movement, enemy interactions, and scene management.
  - Successfully built and rendered the complete Intro sequence, Grass Land map, and World 1-1.

PROGRAMMING COURSES WEBSITE

Team size: 2 | 09/2023 - 12/2023
- **Tech Stack:** HTML, CSS, JavaScript
- **Description:** Built a static website to introduce and display information about various programming courses, featuring simple user interactions.
- **Responsibilities:**
  - Developed the front-end for all public-facing pages, including the Home Page, 'About Us', and Course Management section.
  - Implemented the complete user-facing sections for Document viewing, Document Details, and User Management.

PERSONAL ENGINEERING PORTFOLIO

Solo Project | 10/2025 - Present

- **Tech Stack:** Next.js 15, TypeScript, Tailwind CSS, Framer Motion, EmailJS
- **Description:** Engineered a high-performance personal website to showcase technical case studies, featuring a modern Bento Grid layout and serverless architecture. (Live Demo: pahopu-portfolio.vercel.app)
- **Responsibilities:**
  - Leveraged **Next.js 15 App Router** and **Server Components** to optimize rendering, achieving a perfect **100/100 Lighthouse Performance score**.
  - Designed and implemented a responsive **Bento Grid interface** with complex interactions using Framer Motion (scroll, typing effects) and Glassmorphism UI.
  - Built a secure, serverless contact form system using **EmailJS** and **React Hook Form** with Zod validation to eliminate backend overhead.

LANGUAGES

- **TOEIC LR:** 810/990 (2024)
- **TOEIC SW:** 340/400 (2024)