Huynh Tien Phat

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SUMMARY

I'm a Software Engineering student at the University of Information Technology - Vietnam National University, HCMC, aiming to specialize as a mobile application developer. I possess strong skills in Flutter, React Native, and Java (Android), alongside experience in implementing AI models and utilizing Flask in various projects. My passion lies in artificial intelligence and integrating these cutting-edge technologies into my projects.

EDUCATION

University of Information Technology (VNU - HCMC)   **2021 − Present**
Bachelor of Software Engineering (senior student) - **GPA: 8.7/10**
Expected graduation: 2025

WORK EXPERIENCE

COHOTA   **Ho Chi Minh City**
Mobile Application Developer Intern   **04/2024 - 06/2024**

- Developed and published Catbus Student and Catbus Teacher applications based on the open-source project from Canvas Instructure.
- Customized the Catbus Parent application by adding new features as per company requirements.
- Conducted thorough testing and debugging to enhance application performance, reducing bug reports by 30% and improving overall app stability.

UNIVERSITY PROJECTS

Health Consulting (Team size: 2 | Role: Developer)   **11/2023 - 06/2024**

An advanced health consulting application featuring chat and video consultations, appointment management, health records, a GPT-powered chatbot, and a medical product marketplace. The app includes three modules for users, doctors, and admins. It integrates AI models for disease prediction to suggest suitable doctors for consultation.

- **Responsibilities:**
  - Researched and implemented the BloC pattern within the application.
  - Developed and maintained Flask-RESTful APIs for the application, enabling the use of AI models for disease prediction. Utilized Postman for API testing.
  - Integrated ChatGPT-3.5 to enhance chat functionality and Agora for real-time video calls.
  - Designed UI/UX and implemented features for users and doctors, including a chatbot, video counseling registration, doctor recommendation system, appointment management, messaging, and feedback.
- **Tech stack: Dart, Flutter, Python, Flask, Firebase, BloC pattern, Agora, ChatGPT-3.5**
- **GitHub:** *github.com/phathuynh24/HealthConsulting*

Asset Management (Team size: 3 | Role: Developer)   **11/2023 - 02/2024**

An application for managing physical assets within the university, including device management, inventory tracking, maintenance scheduling, usage history, and feedback for repairs if damaged. The app features two roles: students/teachers and admins.

- **Responsibilities:**
  - Designed database schema and implemented Firestore for data storage.
  - Integrated Firebase Storage to store and manage images of physical assets.
  - Implemented user authentication and role-based permissions using Firebase Authentication with Gmail.
  - Designed UI/UX and implemented features for managing devices and device types, and user feedback.
- **Tech stack: Dart, Flutter, Firebase (Authentication, Firestore, Storage)**
- **GitHub:** *github.com/phathuynh24/AssetManagement*

MultiGames (Team size: 4 | Role: Team Leader & Developer)   **03/2024 - 07/2024**

A cross-platform mobile app for Android and iOS with two games: Drawing Guess and Spy Detection. These involve creative drawing and word guessing, as well as inference challenges similar to the game Werewolf.

- **Responsibilities:**
  - Led a development team to ensure project completion on time.
  - Developed RESTful APIs for managing game rooms and in-game items.
  - Utilized Postman for API testing and refactored the codebase to enhance readability and maintainability.
  - Designed and implemented UI/UX features for the shop, item bag, and game rooms.
  - Created a strong database schema for efficient game data storage and management.
  - Integrated Socket.IO for live multiplayer gaming and AsyncStorage for storing in-game item usage data.
- **Tech stack: React Native, Javascript, MongoDB, Express.js, Node.js (Socket.IO, AsyncStorage), Expo, Docker, Azure Blob Storage**
- **GitHub:** *github.com/phathuynh24/MultiGames*

OTHER PROJECTS

Expense Management (Team size: 3 | Role: Team Leader & Developer)   **05/2023 - 08/2023**

An Android app for recording income and expenses by category, with monthly transaction statistics.

- **Tech stack: Java, Android SDK, Firebase (Authentication, Realtime, Storage)**
- **GitHub:** *github.com/phathuynh24/MoneyManagement*

Hotel Management (Team size: 4 | Role: Developer & Team Leader)   **04/2023 - 07/2023**

A desktop app for hotel management, handling staff, customers, rooms, inventory, services, reservations, and generating statistical reports.

- **Tech stack: WPF, C#, SQL Server, MVVM**
- **GitHub:** *github.com/phathuynh24/HotelManagement*

TECHNICAL SKILLS

- **Programming Languages:** Dart, Javascript, Java, Python, C#, C++
- **Frameworks/Platforms:** Flutter, React Native, WPF, WinForms
- **Database Management Systems:** Firebase, MongoDB, MS SQL Server
- **Tools:** Android Studio, Postman, Figma, Jira, StarUML, Microsoft Project
- **Source Management:** Git, GitHub, GitLab

ACTIVITIES

Software Engineering Lab   **UIT - VNUHCM**

Student Researcher   **09/2023 – Present**

- Contribute to research and development of an AI-integrated application under the guidance of faculty members.
- Developed the Health Consulting application integrating two disease analysis models based on symptoms.

The Software Engineering Department Student Union   **UIT - VNUHCM**

Collaborator   **09/2021 - 03/2023**

- Organized and posted Study With Me sessions on the department's fan page, increasing viewership by 60%.
- Conducted presentations to over 200 peers in preparation for exams, covering software engineering concepts and problem-solving exercises.