

INTRODUCTION

In the short term, I aim to strengthen my technical skills, gain practical experience, and make meaningful contributions. In the long run, I aspire to become a key engineer, leading impactful technological solutions.

EDUCATION

University of Information Technology - UIT (VNU - HCMC)	09/2021 - 03/2025
Bachelor of Software Engineering (Graduated 6 months early) - GPA: 8.72 Top 10%	
Research Participation: 3 approved research projects (1 in 2023, 2 in 2024)	
Certificate of Completion - Short Course React (FPT Software Academy HCM)	10/2024 - 12/2024

EXPERIENCE

COHOTA Software Developer Intern  Ho Chi Minh City	06/2024 - 12/2024
Cohota is an EdTech start-up providing a Learning Management System for schools and English centers.	
<ul style="list-style-type: none">Designed and developed frontend features for the LMS platform using ReactJS.Customized and deployed open-source mobile applications using Flutter, Kotlin, and Swift.	
Software Engineering Lab UIT Intern Researcher	09/2023 – Present
The Academic Committee of the SE Department Academic Trainer	09/2021 - 03/2023

TECHNICAL SKILLS

Programming Languages: Java, Javascript, Dart, HTML, CSS
Frameworks & Platforms: ReactJS, React Native, Flutter
Database Management Systems: MS SQL Server, MongoDB, Firebase
Tools: GitLab, Jira, VS Code, Android Studio, Xcode, Postman

UNIVERSITY PROJECTS

Health Consulting (Team size: 2 Role: Developer)	11/2023 - 02/2025
<ul style="list-style-type: none">Developed most major features, and designed the database for three user modules.Built Flask-RESTful APIs to integrate AI models and Gemini API.Implemented Firebase for authentication, image storage, and real-time chat.Integrated Agora SDK for real-time video consultations.Tech stack: Flutter, Dart, Firebase, BloC pattern, Agora, Python, Flask, Gemini ApiGitHub: github.com/bduy1011/SE121.O11-Do_An_1	
MultiGames (Team size: 4 Role: Team Leader & Developer)	03/2024 - 07/2024
<ul style="list-style-type: none">Led a 4-member team, managing tasks and ensuring timely delivery.Designed & developed RESTful APIs and MongoDB schemas.Implemented game logic & handled state management.Integrated Socket.IO for real-time communication between players.Implemented persistent login with AsyncStorage, eliminating re-authentication.Tech stack: Javascript, React Native, MongoDB, Node.js, Docker, AzureGitHub: github.com/thienenpi/MultiGames	

ACTIVITIES

AWS re:Invent re:Cap Vietnam 2024 Participant	01/2025
Company Visit: VNG Corporation Participant	05/2024
End-of-term Training by Academic Committee Presenter	04/2024