

Kim Bao, Tran

Software Engineer



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🔗 <https://github.com/s3740819>

PROFILE

My name is Tran Kim Bao, an innovative and diligent software developer with over two years of experience in designing, implementing, and overseeing the development of the most cutting-edge IT applications and solutions. I am seeking a challenging work environment where I can utilize my technical skills in producing responsive, user-friendly, and customer-oriented projects. Lastly, I am always eager to explore and learn new things whenever the opportunity arises.

EDUCATION

Bachelor Of Engineering (Software Engineering) (Honours)

RMIT University Vietnam

10/2018 – 02/2023

- First-class Honours Degree
- GPA: 3.3/4

PROFESSIONAL EXPERIENCE

Intel Corporation

Software Developer (Project Contractor)

2020 – 2021 | Ho Chi Minh, Việt Nam

- I designed and built a web application for offline content management purposes. Also, since it's for internal users only, I applied some layers of security to it.

Gameloft Vietnam

Backend Developer

2021 – 2023 | Ho Chi Minh, Việt Nam

- Designed and developed APIs and CMS services for game development purposes. Then, wrote test suits to maintain, debug, and estimate the capacity of the server.
- In this journey, my team won the title of "Most Valuable Team Of The Period" twice.

PROJECTS

1. Parcheesi game (2020)

- Github: <https://github.com/zd247/cocangua>
- Project Description: Like Seahorse Chess in Vietnam, can be played both online and offline
- Project Team Size: 4
- Skill Set Utilized: Java, Javafx, CSS
- Duration: 1.5 months

2. My RMIT application (2020)

- Github: <https://github.com/hoangdesu/myRMIT>
- Project Description: Because RMIT does not have an official app, so this app will contain all available services and activities of RMIT (from RMIT's official websites).
- Project Team Size: 2
- Skill Set Utilized: Android Studio (Java), Firebase
- Duration: 1 month

3. Autonomous car with Raspberry Pi (2021)

- Github: https://github.com/hoang-10n/EEET2610_Design_3
- Project Description: Build an autonomous car that can move prevent hitting the walls, recognize the shape of the front object, and can be controlled manually through an app.
- Project Team Size: 4
- Skill Set Utilized: Python for UI and back-end for the app, Computer vision for object recognition.

SKILLS

Backend Development

JS/TS, Java, C, PHP, Python

BE Frameworks

NestJS, Java Spring Boot

Frontend Development

HTML/CSS + ReactJS

Cloud Computing

AWS, Oracle, GCP, K8S

Mobile Development

Android Java, Swift iOS

Database

DynamoDB, MongoDB, Mysql, Postgresql

Kafka, Redis

Microservices And Web Development

Strong Collaboration Skills

Communication

Adaptability

LANGUAGES

English



Vietnamese




INTERESTS


- Sport
- Music
- Investment

- Duration: 2 months


4. Drug Store Online (2021)

- Github: <https://github.com/javatalent115/Enterprise-Assignment> 
- Project Description: Shows the daily medical news, displays medicines information with its detail (can search/filter), allows user to select some drugs to the cart and purchase, and admin can add/delete/modify a drug and can view the transactions of the users.
- Project Team Size: 2
- Skill Set Utilized: Java Web (Spring framework), JavaScript, HTML, CSS, PostgreSQL
- Duration: 1.5 months

5. Covid19 Behavior Management (2021)

- Github: <https://github.com/javatalent115/cloud-assignment> 
- Project Description: Displays the current status of Covid19 in Vietnam through graphs, vaccination tracker for each user, daily confirmation form (to get a green tick for permission to go outside), and admin can view user's status to track the covid19s behavior.
- Project Team Size: 3
- Skill Set Utilized: ReactJS, NodeJS, Sqlite3 database, Cloud deployment
- Duration: 1 month

6. Crossy Road Game Development (2022)

- GitHub: <https://github.com/s3740819/Embedded-System-OS-and-Interfacing> 
- Project Description: Develop peripheral drivers for a bare-metal operating system (OS) on the Raspberry Pi 3B+ board. Especially, there is a Crossy Road game in which the user can control the character to pass the roads/rivers.
- Project Team Size: 2
- Your Skill Set Utilized: Embedded development, Game development, Embed C, Image processing.
- Duration: 1.5 months