

# Le Phuong Linh

Go Intern

## MY CURRENT KNOWLEDGE OF GO

- Variables (basic types, type inference, conditionals)
- Functions (first class and higher order functions, currying, defer, closures, anonymous functions)
- Structs, interfaces, slices, maps, pointers, errors

## PROJECTS

### Build a bookbot

This is a Python program that can analyze an entire book and print out an interesting statistical report.

What I did:

- Configure a professional Python development environment on my local computer
- Deploy a Python project on my personal [GitHub](#) account
- Learn how to use a professional code editor (VS Code)
- Use my Python and Git skills in a real project

### Build a maze solver

This is a visual maze generator and solver.

What I did:

- Work with [Tkinter](#), a Python library that allows us to create graphical user interfaces (GUIs) for our programs.
- Create the maze by building classes and writing unit tests to test the classes' methods
- Use my knowledge of algorithms (depth-first first) to write code that draws a randomized maze and then systematically solves it

### Build a web crawler

This is a web crawler built in Node.js that reports on the internal linking profile of any website. It is a great SEO tool.

- Apply "Test-driven development" to write tests for my code first, then write the code that gets the tests to pass
- Extract URLs from HTML using a third-party HTML parsing library called JSDOM
- Writing a recursive function to crawl all the URLs
- Print a report



## CONTACT ME

lplinh0403@gmail.com

+84332324152

## RELEVANT SKILLS

- Python
- Javascript
- Go
- HTTP
- Shells and Terminals
- Object Oriented Programming
- Functional Programming
- Algorithms and Data Structures
- Strong command of English (IELTS 8.0)

## EDUCATION HISTORY

### Bachelor of Arts in the English Language

Institution: Diplomatic Academy of Vietnam

*Year of Graduation: 2022*



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