**CURRICULUM VITAE**

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| **PERSONAL DETAILS** |

* Name Thach DD.
* Nationality Vietnamese
* Gender Male

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| **PROFESSIONAL SUMMARY** |
| * Have 4+ years of experience in Frontend Development, participated in various IT projects as software developer. * Have experience with Scrum/Agile. * Have experience with popular front-end frameworks/libares such as ReactJS, Angular, Typescript, Vue JS, HTML, CSS, Bootstrap 4, Tailwind, Ant Design, Material UI * Cooperative and able to perform within a team-oriented atmosphere. |
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| **EDUCATION & CERTIFICATIONS** |
| |  |  | | --- | --- | | 2015 - 2019 | **HANOI UNIVERSITY OF INDUSTRY** Major: Computer Science | | |
| **TECHNOLOGY AND SOFTWARE DEVELOPMENT SKILLS** |

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| **Level**: 1-4 Aware (Basic, need to practice more); 5-7 Knowledgeable (Intermediate, can use it at work); 8-10 Proficient (Advanced, very good to use it at work) | |
| **Competencies** | **Level** |
| **Programming Language/ Framework** | |
| Reactjs | 8 |
| Angular | 7 |
| VueJS | 7 |
| HTML Markup | 9 |
| CSS frameworks: Bootstrap, Material UI, Antd Design, Tailwind Css | 9 |
| Javascript | 9 |
| TypeScript | 8 |
| **Database** | |
| MySQL, SQL server | 6 |
| **Software Development Methods & Tools** | |
| Visual Studio Code | 9 |
| Git, Github, Jira | 8 |
| Agile/Scrum | 6 |
| Webpack, gulp, grunt | 7 |
| **Other Skill** | |
| Front-end design patterns | 8 |
| **Operating System** | |
| Windows, Ubuntu, MacOS (Hackintosh) | 8 |

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| **LANGUAGES** |
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| **PROJECT LIST** |

#### **SCG – Smart Campus (05/2022 – 01/2023)**

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| Project Description | The Smart Campus project is a web-based management system for a factory that aims to streamline and automate the various processes involved in the factory's operations. The system provides an easy-to-use interface for factory workers A few main feature:   * People and Certifycate management * Draw the polygon/polyline of the factorys, zones or buildings + gates of them in the Map * Setting up the working schedule to people and caculate overtimes automation * Warning admin about people who have too much OT per week |
| Position | Frontend developer |
| Responsibilities | * Build base styles (button, form-control, base-color, font, seting up Tailwind configuration, …) * Develop base components: Table, Form, Input, Select, Checkbox, Datepicker… * Develop new features following Jira tickets * Code Reviewing |
| Technologies used | ReactJs, Tailwind, Material UI, Rest API, Map |

**Inventory (12/2021 – 04/2022)**

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| Project Description | This is a Web app that manage warehouses, products, product-category, warehouse-inbound, warehouse-outbound, warehouse-history |
| Position | Frontend developer |
| Responsibilities | * Build base styles (button, form-control, base-color, font, …) * Develop base components: Table, Form, Input, Select, Checkbox, Datepicker… * Upgrade from Angular 5 to Angular 13 * Code Review |
| Technologies used | Angular 13, Sass, rxjs, ngrx, Bootstrap 4 |

#### **Electrolux web (03/2021- 11/2021)**

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| Project Description | E-commerce (Electrolux EU)  https://www.electrolux.co.uk/ |
| Position | FE developer |
| Responsibilities | * Join team discussions to study requirements and estimate tasks * Support the marketing team and tester to investigate the new bug and assign correctly to the develop teams * Develop new features * Code review |
| Technologies used | Js, Html, CSS, Vuejs, SQL Server |

**Kawaconn (05/2020 – 03/2021)**

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| Project Description | Software Solutions for Medico’s Legal Providers, Insurance and Personal Injury Industry |
| Position | Frontend developer |
| Responsibilities | * Redesign website UI * Develop new base components: Table, Form, Input, Select, Checkbox, … * Maintain and Improve/Refactor the old code * Code Review |
| Technologies used | Angular 10, Sass, Ant design, rxjs, ngrx, Bootstrap 4 |

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| **CSGoBig (07/2019 - 04/2020)** |

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| Project Description | Web Game Project |
| Position | Frontend Developer |
| Responsibilities | * Build all frontend pages, ensure pages get a perfectly pixel with design * Create roulette games: calculate and show the random results with a fixed probability * Crash game animation: draw animation using Pixijs, an astronaut flying in axis XY. Scale axis Y based on the current score and scale axis X based on the current count time. |
| Technologies used | Reactjs, SCSS, Redux, TailwindCss, Pixijs (animation library) |

**Vadar (01/2019 - 07/2019)**

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| Project Description | The security log management web.  The security log is got from devices (PC, server) is sent to the data center, users can get soon the security notification when there are danger logs. |
| Position | Frontend developer |
| Responsibilities | * Build all frontend pages to ensure pixel perfect with design * Join team discussions to define requirements and break tasks. * Support the new members * Code review * Upgrade angular’s version from 8 to 10 |
| Technologies used | Angular 8, Angular 10, Bootstrap 4, Less, rxjs, ngrx, Ant design |