

Nguyễn Đình Thắng

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SUMMARY

I am a Network Engineering student at International University, expected to graduate in September 2026. My education has provided me with a strong foundation in network engineering and database management. With hands-on experience from rigorous coursework, I have developed robust analytical and problem-solving skills essential for a successful career in data engineering.

I am particularly passionate about database design and development. With my knowledge of databases, I enjoy creating efficient, optimized data structures and learning new technologies and best practices to enhance my technical proficiency and development capabilities. I am eager to apply my knowledge and enthusiasm in a professional setting, contributing innovative solutions and driving technological advancements.

TECHNICAL SKILLS

Programming Language	Java, C/C++, JavaScript, Python
Database Management System	MySQL, PostgreSQL, MS SQL Server
Foreign Language	Intermediate in English

EDUCATION

International University - Major: Network Engineering
GPA: 2.9/4.0

Sep 2021 - Feb 2026

PROJECT EXPERIENCE

SE - College Data Management - Database Developer

Feb 2024 - May 2024

- Description:

College Data Management is a website that allows users, including students and faculty, to manage various types of information such as classes, subjects, departments, grades, lecturer info, and attendance.

- Technology:

- MySQL, PostgreSQL, Supabase, FreeSQLDatabase, NodeJS, JavaScript, CSS

- Main responsibilities:

- Created ERD, Sequence Diagram and Relational Diagram for the project.
- Generated full schema using MySQL Workbench to store College Data locally.
- Provided mock data for each entity to test normalization and connection.
- Researched and identified different cloud hosting server solutions, including Google Cloud, Supabase, and FreeSQLDatabase.
- Recognition and Gains:
 - Gained practical experience in database design and schema generation.
 - Enhanced skills in using cloud hosting services and database management tools.
 - Recognized for thorough research and effective implementation of cloud hosting solutions.

PDM - Online Art Gallery - Database Developer

Dec 2023 - Jan 2024

- Description:

Art Gallery is an app that allows users to view exhibitions online, search for artwork by various artists, and find detailed information about artworks, artists, and exhibition locations.

- Technology:

- MS SQL Server, Java, Cloudways

- Main responsibilities:

- Created ERD and Relational Diagram for the project.
- Generated full schema using MS SQL Server to store Art Gallery data.
- Provided mock data for each entity to test normalization and connection.
- Prepared presentation slides and scripts for demo sessions.
- Recognition and Gains:
 - Recognized for creating a comprehensive database design and efficient data storage solutions.
 - Gained experience in database design, data normalization, and effective presentation skills.

DSA - Movie App - Frontend Developer

Dec 2023 - Jan 2024

- Description:

Movie App is the solution for people to selecting movies online, finding available seats, searching the nearest cinemas through Data Structure methodologies.

- Technology:

- Android Studio 1.1.26, Java, Android 7.0

- Main responsibilities:

- Provided data storing solution for Login Fragment and Register Activity.
- Designed and created the Register Activity Page for user data input.
- Added slide and scroll functions for Movie Pages.

- Tested and fixed issues for Movie Categories.
- Provided presentation slides and scripts for demo sessions.
- Recognition and Gains:
 - Recognized for developing a user-friendly interface and efficient data handling solutions.
 - Gained experience in Android development, UI/UX design, and troubleshooting.

OOP - Diamond Hunter game - *Software Developer*

Mar 2023 - May 2023

- Description:

Diamond Hunter is a game where players find diamonds using new methods and mechanisms, such as health bars, lava barriers, and monsters, enabling players to create various strategies to win.
- Technology:
 - Java.
- Main responsibilities:
 - Designed and created the Instruction page and the Win/Lose States.
 - Created new characters and developed the Choosing Character States for players before starting the game.
 - Assisted in fixing Menu and Pause States issues, including crashes and reloading problems.
 - Provided presentation slides and scripts for demo sessions.
- Recognition and Gains:
 - Gained new methodologies to provide additional parts for the project.
 - Recognized for creative game design and innovative solutions to enhance user experience.
 - Gained valuable experience in game development, problem-solving, and presenting technical projects.
 - Experienced software development teamwork.

OBJECTIVE

Try to leverage my technical skills and hands-on project experience to contribute to innovative data solutions and optimization. Passionate about creating efficient database structures and improving user experiences through thoughtful design, I am eager to apply my knowledge and enthusiasm in a dynamic professional environment.

REFERENCES

Thái Trung Tín
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