

# Nguyen Huu Thien

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## Introduction

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My name is Thien and I am currently a third-year student majoring in Computer Networks and Data Communications at the University of Information Technology. I have always been a curious person who loves to explore new things. I enjoy programming in all aspects, but my deep interest lies in mobile development and Machine Learning/AI. In my free time, I love to listen to music, watch movies, and read books.

## Education

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**University of Information Technology**

*August 2021 - August 2025*

*Bachelor's degree program in Computer networks and Data communications*

*Generally accumulated average: 8.07/10*

*GPA: 8.07/10*

## Work experience

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## Technical skills

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| <b>Programming Languages/Tools:</b> | C, C++, C#.NET, Java, Python, LaTeX, HTML, CSS |
| <b>Database Management Systems:</b> | MS SQL Server, SQLite, PostgreSQL              |
| <b>Frameworks/ Platforms:</b>       | Python Django, Vue.js                          |
| <b>Version control:</b>             | Git  |

## Portfolio of most relevant projects

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**Android Project: Indoor Air Quality Monitoring Application** *September - December 2023*

*Role: Team leader and logic programming*

Tech stack: Java/Android studio, Swagger API, OpenStreetMap, SQLite.

- Led a team in the development of 3 people in this project by using Jira and Github.
- Utilized Java and Android Studio for application development, incorporating robust features such as API integration, background services, notifications, and local database management using SQLite.
- Collaborated with team members to implement Swagger API for efficient and standardized communication between application components.
- Integrated OpenStreetMap for enhanced visualization and location-based features within the application.
- Successfully coordinated tasks, provided technical guidance, and ensured timely project completion.

**Network programming course: Truy (2D shooting game)**

*March - June 2023*

*Role: Designer and Client-Server programming*

Tech stack: C#/Unity, TCP/IP, UDP, Client-Server Architecture, MS SQL Server, and Firebase cloud.

- Developed and implemented a multiplayer networked game using C# and Unity.
- Designed and implemented client-server architecture for real-time communication.
- Collaborated with cross-functional teams to integrate game mechanics and ensure a seamless multiplayer experience.
- Implemented network protocols to handle data synchronization, latency compensation, and player interactions.