# Hung Nguyen

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## **OBJECTIVE**

Eager for learning as many technologies as possible. To perfect the necessary skills of a Software Engineer. To become a professional Software Architect in a far future.

#### **EDUCATION**

## • University of Science, GPA: 3.3 / 4

Honors Program of Faculty of Information Technology 2019-2023

• Certificate of completion Algorithm Intermadiate BigO Course

08/04/2022 - 13/06/2022

## **SKILLS**

#### Core skills

Mathematics, Probability, Statistics Basic knowledge of OOP & Design Pattern

#### Programming

JavaScript, Dart, C/C++, Java

#### Technologies

Git/GitHub, Trello, Firebase and Figma

## **AWARDS**

## • Science and Engineering Fair

The National Second prize with "Assistant virtual for drivers"

# **PROJECTS**

## • Book Portfolio - HTML5, CSS3, JavaScript

https://github.com/tnghung/Portfolio]

- A portfolio represent like my dictionary book to show information
- Practice design skill and make a complex animation web

#### Natours - HTML5, CSS3, SASS

[https://tnghung.github.io/Natours/]

- A website presenting information about a travel agency
- Practice HTML5, CSS3 with complex animations and make responsive website
- Using SASS/SCSS with 7-1 Architecture

## • Block Game - HTML5, CSS3, JavaScript

https://github.com/tnghung/block-game

- A game made with inspiration from Terris Game
- Practice using DOM and design website with Neuromorphism style
- Make 2 different UI with mobile and Web to improve responsive skill

#### • Study Life - DART, FLUTTER, FIREBASE

https://github.com/huubinh49/App/]

- An application helps to manage the timetable for students, this app made by 5 members of the team
- Using Firebase for authentication
- Using Figma for design and creating with MVC Architecture