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

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

- **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

- **My Bank - HTML5, CSS3, JAVASCRIPT**
  https://tnghung.github.io/My-Bank/]
  - A website that simulates the workings of a bank
  - Using DOM and Web APIs
  - Functional website with JavaScript

- **Study Life - DART, FLUTTER, FIREBASE**
  https://github.com/huubinh49/App/]
  - An application helps to manage the timetable for students, this app made by members of the team
  - Using Firebase for authentication
  - Using Figma for design and creating with MVC Architecture