

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 Intermediate 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