

NGUYEN ANH THU TRAN

Second-Year IT Student

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ABOUT ME

I'm a second-year Information Technology student specialising in Java development, driven by a strong passion for back-end development and cyber security. As being eager to conquer new challenges, I continuously seek for opportunities to expand my skills. I am thrilled to contribute to the team's success. "Impossible is Nothing" is my motivational motto.

EDUCATION

LE QUY DON HIGH SCHOOL - VIETNAM
2020 - 2023

INFORMATION TECHNOLOGY
- NHL STENDEN UNIVERSITY OF
APPLIED SCIENCE
2023 - now

RELATED COURSES TAKEN

- Web Development (**HTML, CSS, PHP, JS**)
- Database Management (**set up and maintain a network**; install a web server with database; develop an **API**)
- Object-oriented Programming (**Java**)
- Computational Thinking (**Python, data visualisation**)
- Data Processing (**data manipulation, analysis**)
- Software Quality Assurance (testing methodologies, quality assurance techniques)
- BattleBot Programming (**C++, Arduino, Raspberry Pi**)

ACADEMIC ACHIEVEMENTS

- Holland Scholarship** in 2023
- Second Place Winners** at NHL Stenden Programming Contest 2024
- Professional Research Report** on Fake News in Social Media

SKILL

- Software/ web Development
- Information Security
- Data Analysis
- Project Management (Scrum)
- Network Setup
- AI Integration
- UI/UX Design
- Hardware Integration

LANGUAGE

- Vietnamese** (C2)
- English** (C1)
- Dutch** (A1)

WORK EXPERIENCE

• WEB DEVELOPMENT & UI/UX DESIGN PROJECT - OUI CAFETERIA 9/2023

Developer, UI/UX Designer

Design the web interface, develop a website for the cafeteria chain named OUI in Emmen. Analyse the business needs for this project.

• DATABASE APPLICATION MANAGEMENT PROJECT - M3T 11/2023

Developer

Develop a working environment for M3T to manage their talents. Set up and maintain a network, install a web server and develop a website for M3T.

• ROBOTIC PROGRAMMING PROJECT - BATTLEBOT 2/2024

Developer

Programming a car robot with C++ and Arduino, write a program to allow the robot to enter and solve a physical maze during a robot race.

• FACIAL RECOGNITION LOCK PROJECT - NHL STENDEN 4/2024

Developer, CAD & UI/UX Designer

Build a smart lock using facial recognition and NFC-based technology to unlock the door.

• SOFTWARE DEVELOPMENT PROJECT - ELLAN 9/2024

Developer, System & UI/UX Designer

Develop a mobile app and website for an educational institution named Ellan. The game-based app will be used for their study start week to guide students around their campus.

• NETFLIX BASED API PROJECT - NHL STENDEN 11/2024

Developer, System Designer

Build an API for streaming platforms such as Netflix.

• COCKPIT SEAT SIMULATOR - HBO-SPORT 2/2025

Developer, Tester

Build a simulator for a gaming racing chair. This simulator provides insights in how fast the data will be transferred to the system and actuators, etc. This project serves as a proof of concept for building a gaming chair.