Duong Minh Tri

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EDUCATION

College University

June 2026

Current GPA: 2.52/4.0

B.S.Information Technology

Coursework

Courses: Object-Oriented Programming, Data Structures & Algorithms, Discrete Math, Linear Algebra, Calculus,, Probability & Statistics

SKILLS

Languages: C/C++, Python, Java, JavaScript, HTML/CSS, LATEX Tools: Git/GitHub, VS Code, IntelliJ PyCharm/IDEA, NetBeans

PROJECTS

Fast Food Online Store | HTML, CSS, JavaScript

Date

- Developed a web-based platform for ordering fast food with an interactive interface.
- Implemented cart and checkout functionalities to enhance user experience.
- Used JavaScript for dynamic content rendering and handling customer actions.

Shoe Store Management | Java Swing

Date

- Built a desktop application for managing shoe store inventory using Java Swing.
- Implemented functionalities for adding, editing, and removing products.
- Integrated a search feature for efficient inventory management.

Fashion Store Management | Java Swing

Date

- Developed a desktop application for managing fashion store operations using Java Swing.
- Created modules for product tracking, sales reports, and customer management.
- Ensured the application was user-friendly with an intuitive graphical interface.

Gun&Run Game | Pygame

Date

- Created a 2D shooting game using Pygame, allowing players to control a character in a gunfight scenario.
- Implemented features such as levels, scoring, and player health.
- Worked on game mechanics and ensuring smooth user experience with optimized performance.

EXPERIENCE

Currently a 3rd-year Software Engineering student at Saigon University, Vietnam. Using programming languages (Python, JavaScript, Java) and frameworks (Pygame).n

HOBBIES

- Exploring and learning new technologies.
- Listening to music, reading books, and occasionally traveling solo.