

NGUYEN VAN QUANG HUY

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• <https://github.com/vanhuy2005>

SUMMARY

- Front-end Developer Intern with a strong foundation in web design, responsive UI, and object-oriented programming.
- Experienced in developing both static and algorithm-driven systems.
- Passionate about building clean, scalable, and user-friendly interfaces while continuously improving knowledge of modern frameworks (React, Next.js, TailwindCSS, Node.js).

EDUCATION

Under-graduated Student - Majoring Information Technology

2023-2027

Ho Chi Minh City University of Education (HCMUE)

- GPA: 3.22 / 4.00 (68/68 credits completed)
- Highlighted Courses: Web Design (A+), Linear Programming (A+),...
- Interest Areas: System Design, Software Architecture, Full-Stack Web Development.
- Tools Used: Visual Studio, VS Code, MongoDB, GitHub, Figma, Postman.

ADDITIONAL INFORMATION

TECHNICAL SKILLS

- Programming Languages: C++, C#, HTML, CSS, JavaScript, Node.js, React.js, SQL
- Frameworks / Tools: Express, MongoDB, Vite, TailwindCSS, Git, Jira, Figma, Postman
- Concepts: OOP, Data Structures, Algorithms, RESTful API, MERN Stack
- Other: IELTS 6.5 | MOS Word & PowerPoint Certified

SOFT SKILLS

- Problem-solving, debugging, and analytical thinking under tight deadlines
- Strong collaboration and documentation skills demonstrated through team-based software projects
- Strong Sense of Responsibility & Detail Orientation
- Adaptability & Continuous Learning

CAREER OBJECTIVE

- Seeking a Front-end Developer Intern position focusing on modern UI frameworks (React.js, TailwindCSS) to build responsive and user-centered web applications, especially where I can apply theoretical skills at university.
- In the long term, I aim to specialize in system design, capable of designing, building, and deploying scalable software systems, as well as developing personal software products as a freelancer.

PROJECTS TIMELINE

Static E-Commerce Website HTML, CSS, JavaScript	Sep 2023 - Dec 2023
<ul style="list-style-type: none">Developed a responsive, multi-section e-commerce landing page featuring dynamic product sliders (Swiper.js) and interactive UI components.Implemented search bar, shopping cart, and login form toggling using vanilla JS for seamless user experience.Focused on clean layout, maintainable code, and responsive design across devices.Key Skills: HTML5, CSS3, JavaScript (DOM Manipulation), Responsive Web Design, UI/UX Principles.	
Coffee Shop Billing System C++ (OOP Project)	Feb 2024 - Apr 2024
<ul style="list-style-type: none">Designed a console-based POS system for coffee shop management including item catalog, billing, and membership discounts.Applied OOP principles to design classes (Product, Customer, Membership, NonMembership) ensuring scalability and readability.Implemented rank-based discount logic (Copper → Diamond) with automated validation and receipt generation.Key Skills: C++, OOP Design, Class Hierarchy, Data Handling, Problem Solving.	
Graph Theory Visualization Tool C# WinForms	Feb 2024 - Apr 2024
<ul style="list-style-type: none">Developed an interactive graph visualization and algorithm simulation tool for both directed and undirected graphs.Implemented Eulerian Path (Hierholzer's Algorithm) and Hamiltonian Cycle (Backtracking DFS) visualization with real-time animation.Supported graph creation, edge weighting, connectivity check, and Undo/Redo functionality using stacks.Applied Windows Forms graphics for dynamic drawing and user interaction.Key Skills: C#, WinForms, DFS, Stack, Graphics Programming, Algorithm Visualization, Event Handling.	
ATM Simulation System C++ (Data Structures & File Handling)	Sep 2024 - Dec 2024
<ul style="list-style-type: none">Developed a console ATM simulator supporting Admin/User roles, secure login, and transaction history management.Used file I/O for account persistence and implemented gotoxy() for dynamic menu interaction.Supported withdrawal, transfer, balance inquiry, and account lockout after repeated invalid logins.Key Skills: C++, Data Structures, File Handling, Console UI, Algorithmic Thinking.	
Caro (Gomoku) Game with AI C# WinForms (Windows Programming)	Sep 2024 - Dec 2024
<ul style="list-style-type: none">Created a desktop Caro (Gomoku) game featuring AI opponent based on heuristic attack/defense scoring.Built a polished GUI with Player vs Player and Player vs Computer modes, sound effects, and undo functionality.Handled time countdown, move validation, and win condition detection for improved gameplay.Key Skills: C#, WinForms, Game Logic, Stack Data Structure, Event-Driven Programming, Algorithm Design.	