

# NGUYEN VAN QUANG HUY

Tan Binh, Ho Chi Minh City, Vietnam • [nguyen.van.quang.huy.2105@gmail.com](mailto:nguyen.van.quang.huy.2105@gmail.com)  
• <https://github.com/vanhuy2005>

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## 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).
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## 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.
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## 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
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## 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.

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## PROJECTS TIMELINE

### Static E-Commerce Website | HTML, CSS, JavaScript

Sep 2023 - Dec 2023

- 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

- 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

- 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

- 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

- 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.