



# Ta Hoang Tuan Viet

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## EDUCATION

- Sai Gon University** June 2020 – Expected June 2025  
*Bachelor of Science in Information Technology (Specialization in Software Engineering)*  
**Courses:** Object-Oriented Programming, Data Structures & Algorithms, Discrete Math, Linear Algebra, Calculus, Probability & Statistics
- Scholarship for Academic Achievement** July 2024  
*Awarded a scholarship for maintaining a high academic standing, recognized for achieving a GPA of 3.0 to 3.49.*
- TOEIC Certification** July 2024  
*Achieved a TOEIC score of 500+.*

## SKILLS

- Languages:** C/C++, Python, Java, C#, Dart
- Frameworks:** Spring Boot, Unity, Flutter
- Tools:** Git/GitHub, Android Studio, VS Code, Unity IDE, IntelliJ IDEA. Postman, Docker

## PROJECTS

- Music Player App** | *Flutter, Dart, Just Audio, RxDart, CachedNetworkImage, Git, Android Studio* Jun 2024.
  - Developed a fully functional music player mobile application using Flutter and Dart.
  - Implemented audio playback controls (play, pause, skip) with Just Audio and RxDart for reactive programming.
  - Utilized CachedNetworkImage for efficient image loading and displaying album covers.
  - Added seamless navigation between screens using Navigator, including detailed song information and lyrics.
  - Integrated custom animations and scrolling text to enhance the user experience.
  - Learned to manage state and handle asynchronous operations effectively in Flutter.
- E-Commerce App Clone** | *Flutter, Dart, Provider, Git, Android Studio* Jun 2024.
  - Developed a comprehensive e-commerce application clone with features such as product detail views, shopping cart management, and payment processing
  - Implemented product browsing with a grid view and detailed product pages using Flutter's widget system
  - Utilized local data storage for managing user data and transactions
  - Used Provider for state management to handle application state across different screens
  - Enhanced user experience with animations and responsive UI design
  - Debugged and optimized asynchronous tasks and state management issues
- Puzzle Game Suite** | *Flutter, Dart, Audio Players, Android Studio* Jul 2024.
  - Developed a suite of four engaging puzzle games, including Word Find, Number Puzzle, Matchsticks, and Word Search, utilizing Flutter's widget system and Dart for dynamic gameplay
  - Implemented responsive UI and smooth animations to enhance user experience across all games
  - Integrated audio feedback and state management to improve gameplay and maintain application performance
  - Utilized local data storage for managing game states and user interactions effectively
  - Debugged and optimized each game to ensure a seamless and interactive user experience
- Image Storage App** | *Flutter, Dart, Local Storage, Android Studio* Jul 2024
  - Developed a secure image storage application using Flutter and Dart, enabling users to manage images within password-protected folders.
  - Implemented folder creation, deletion, and password protection features to ensure secure and organized image management.

- Designed and integrated a professional UI with intuitive navigation and user-friendly controls for enhanced usability.
- Utilized local storage solutions for managing image data and folder configurations effectively.
- Focused on application performance and security by debugging and optimizing the app for a seamless user experience.

<b>Appointment Scheduler</b>   <i>Flutter, Dart, Flutter Local Notifications, SQLite, Git, Android Studio</i>	Jul 2024.
<ul style="list-style-type: none"> <li>• Developed a comprehensive appointment management application using Flutter and Dart, allowing users to create, edit, and delete appointments.</li> <li>• Integrated local notifications using Flutter Local Notifications to remind users of upcoming appointments.</li> <li>• Implemented a user-friendly UI with a table calendar view to visualize and manage scheduled appointments efficiently.</li> <li>• Utilized SQLite for local data storage to manage appointment details and user data effectively.</li> <li>• Applied best practices for state management and UI optimization to ensure a smooth and responsive user experience.</li> <li>• Designed and developed custom dialogs and forms for user interaction, including appointment creation and editing.</li> </ul>	

<b>ViviePi Food App API</b>   <i>Spring Boot, Java, MySQL, RESTful API, Maven</i>	Jun 2024
<ul style="list-style-type: none"> <li>• Developed a comprehensive RESTful API for a food application using Spring Boot and Java, facilitating efficient communication between the frontend and backend.</li> <li>• Designed and implemented various endpoints to handle CRUD operations for food items, user management, and order processing.</li> <li>• Utilized MySQL for relational database management, ensuring robust data storage and retrieval capabilities.</li> <li>• Applied RESTful principles for designing API endpoints, providing a clean and standardized interface for interacting with the application.</li> <li>• Incorporated security features such as authentication and authorization to protect sensitive data and manage user access.</li> <li>• Managed project dependencies and build processes using Maven, ensuring consistent and reliable application builds.</li> <li>• Performed thorough testing and debugging to ensure API reliability and performance, delivering a robust solution for the food application.</li> </ul>	

## EXPERIENCE

<b>Game Development Internship</b>   <i>Unity, C#</i>	Date Range
<ul style="list-style-type: none"> <li>• Contributed to the development of game features and mechanics using Unity and C#.</li> <li>• Assisted in designing and implementing gameplay elements and user interfaces.</li> <li>• Collaborated with team members on debugging, optimizing, and testing game components.</li> <li>• Gained hands-on experience in game development pipelines and industry-standard practices.</li> </ul>	
<b>E-commerce Application Projects</b>   <i>Flutter, Dart, Spring Boot</i>	Date Range
<ul style="list-style-type: none"> <li>• Developed multiple e-commerce applications as part of university coursework and projects.</li> <li>• Implemented RESTful APIs using Spring Boot to support application functionalities.</li> <li>• Designed and developed user interfaces for mobile applications using Flutter and Dart.</li> <li>• Integrated payment gateways, user authentication, and product management features.</li> <li>• Collaborated with team members to plan, design, and execute project phases.</li> <li>• Gained practical experience in full-stack development, including frontend and backend technologies.</li> </ul>	

## HOBBIES

<b>Exploring Technology</b>	2018 – Present
Passionate about learning new technologies and staying updated with tech trends	
<b>Going to the Gym</b>	2022 – Present
Regularly engage in gym workouts to maintain physical fitness and health	