

# VO DINH LUAN

## SOFTWARE ENGINEER INTERN - BACKEND

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### EDUCATION

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#### SaiGon University

Sept. 2020 - Mar. 2025

*Bachelor's Degree in Software Engineering*

### ACHIEVEMENTS

- Courses: Java Spring Boot E-Commerce Ultimate Course (2023)
- TOEIC Score: LR - 590, SW - 280 (2024)
- School Scholarship Recipient (2021-2022 academic years)
- Team member, District-level Informatics Competition (2017)

### SKILLS

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**Languages:** Java, Python, C#, PHP, JavaScript

**Frameworks:** Spring Boot, Hibernate, .NET, Vue.js

**Database:** MySQL, SQL Server

**Tools:** Git/GitHub, SourceTree, VS Code, Eclipse, IntelliJ/IDEA, Trello, Notion

### PROJECTS

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#### Website Coffee Takeaway | *Full-Stack Developer*

09/2023 - 12/2023

- Utilized Spring Boot, Thymeleaf, Bootstrap, and MySQL to design and implement key functionalities including authorization and authentication, product management, online ordering, payment and statistics.
- Implemented an admin panel for real-time order tracking and statistical analysis, improving operational oversight and decision-making efficiency.
- Link to GitHub repository

#### FlashWiz App | *Team Leader*

03/2024 - 05/2024

- Led the development using Kotlin and Clean Architecture for the frontend, and built RESTful APIs with MVC pattern using Spring Boot for the backend.
- Developed features that empower users to create, manage, and review flashcards, track their progress, and optimize their learning experience.
- Link to GitHub repository

#### Tech Shop Management System | *Back-End Developer*

03/2024 - 05/2024

- Designed and implemented a robust MVC architecture using PHP, Bootstrap, and MySQL, enabling efficient development, maintenance, and scalability.
- Developed a comprehensive back-end system encompassing secure role-based access control, streamlined product and order management, and enhanced service quality for both users and administrators.
- Link to GitHub repository

#### Book Shop Management System | *Back-End Developer*

03/2023 - 05/2023

- Utilized .NET, SQL Server, and Visual Studio to develop backend functionalities for managing book categories and inventory.
- Implemented features for controlling customer purchases and membership programs.
- Link to GitHub repository

### EXPERIENCE

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#### Teacher of MindX Technology School

Sept. 2022 – Jul. 2023

Instructed students from elementary to high school in game programming. Designed engaging lesson plans and encouraged creative development of real-life game projects. Prioritizing student progress and fostering a positive learning environment were my key responsibilities.