[NGUYEN XUAN THANH]

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EDUCATION

[Danang University of Science and Technology]

Faculty of Electronics - Telecommunications

Honors: Graduated

Major: Computer Engineering

[Danang Microsoft IT Academy]

Python Developer

Programming Python (OOP and Networking)

Machine Learing

C++ Developer

• Object Oriented in C++ Programming

Data structures and algorithms

WORK & LEADERSHIP EXPERIENCE

[Vietnam Internet Network Information Center - VNNIC]

[Intern], [Network Operations and Exploitation Department]

[DaNang City],[Vietnam]

[DaNang City],[Vietnam]

[DaNang City],[Vietnam]

Expected:02/2024

Expected: 12/2022

Expected: 12/2021

[02/2023]–[09/2023]

- Project 1: Planning, building and deploying a Network system for the business environment.
 - Training knowledge about Network Systems, network protocols (OSPF, BGP,...)
 - Skill: System overview, Drafting project documents, Network resource allocation.
- Research and optimize network protocols (TCP/IP, HTTP/HTTPS)
 - Measure and evaluate the performance of current protocols
 - Develop new algorithms and methods to improve performance
 - Tools: Wireshark, EVE-NG
 - Skill: C++ Programming, logical thinking, algorithm processing.
- Participate in and monitor network activities at NOC VNNIC office.
- Learn about issues of ensuring Network security in information storage at the Data Center

[FPT Software Company Limited]

[Danang City],[Vietnam]

[Software Engineer], [FPT Global Automotive & Manufacturing]

[10/2023], [Present]

- -Research and improve the Communication Network System CAN in cars
- **Project 1: Research and develop Map Application for cars in Japan.**
 - Objective: Developed a positioning and navigation application tailored for the Japanese market, utilizing local map data.
 - Tools & Technologies: QT Framework (C++), QML, Linux OS, MVC architectural pattern. Responsibilities:
 - Conducted thorough research on available map data specific to Japan and integrated it into the application.
 - Implemented the core functionalities for real-time navigation, including route planning, turn-byturn directions, and traffic updates
 - Designed the application architecture following the MVC model to ensure a clear separation of concerns, enhancing maintainability and scalability.
 - Conducted rigorous testing and debugging to ensure the application met performance and reliability standards
- Project 2: Research and Development of a Media Player Entertainment Application.
 - Objective: Created a media player application to enhance in-car entertainment systems.

- Tools & Technologies: QT Framework (C++), QML/XML, MVC architectural pattern, Linux OS Responsibilities:
- Design and implementation of the media player, supporting various audio and video formats
- Integrated playback controls, playlist management, and media library features.
- Utilized the QT framework to build a responsive and intuitive user interface.
- Packaged and released the application on the Linux system, ensuring compatibility with in-car hardware and software environments.
- Engaged in continuous improvement cycles based on user feedback and emerging requirements. Skills & Experience Gained:
- Proficiency in C++ and the QT framework for developing robust applications.
- Understanding of Linux OS and its application development environment
- Expertise in implementing MVC architecture for clear and maintainable codebases.
- Experience in developing applications for automotive environments, focusing on usability and reliability.
- Problem-solving skills and the ability to work collaboratively in a team setting.

SKILL, ACTIVITIES & INTERESTS

Language: English (TOEIC 600)

Technical skills: CCNA, Linux(Ubuntu), C/C++, QT, Git, Github, Jira BitBucket.

Certifications & Training: Python (SDC, 2022), C++ (SDC, 2021)