[NGUYEN XUAN THANH]

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# EDUCATION

## [Danang University of Science and Technology] [DaNang City],[Vietnam]

***Faculty of Electronics - Telecommunications*** Expected:02/2024

* **Honors:** Graduated
* **Major:** Computer Engineering

## [Danang Microsoft IT Academy] [DaNang City],[Vietnam]

***Python Developer*** Expected:12/2022

* Programming Python (OOP and Networking)
* Machine Learing

***C++ Developer*** Expected:12/2021

* Object Oriented in C++ Programming
* Data structures and algorithms

# WORK & LEADERSHIP EXPERIENCE

## [Vietnam Internet Network Information Center - VNNIC] [DaNang City],[Vietnam]

***[Intern], [Network Operations and Exploitation Department]*** [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-by-turn 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)