



TRUONG VAN THANH

JAVA DEVELOPER

CONTACT

Date of Birth

08/04/1998

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Address

Huong Chu, Huong Tra, Hue, Viet Nam

Website

<https://yuld8498.github.io/vanthanh>

SKILLS

- HTML, CSS, Bootstrap 5
- JavaScript, Node JS
- React Js (useState, useEffect, useParam)
- Java CORE, JDBC, OOP
- Spring framework, Spring MVC
- JPA, MySQL, RESTful API
- Google Datastore, Google Firebase
- AJAX, JQuery
- Teamwork, Research, problem solving

REFERENCE

NGUYEN HUU ANH KHOA

CODEGYM HUE MANAGER

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CAREER GOALS

1. Short-term goals

- Find a job that matches my desires in the programming industry.
- Improve skills and professional knowledge, skills through practical work.
- Improve your foreign language skills to work better.

2. Long-term goals

- Fully equip yourself with knowledge and skills to stay updated and develop according to the industry.

EDUCATION

- **HUE INDUSTRIAL COLLEGE** **09/2017 - 07/2020**
Mechanical Engineering Technology
GPA: 2.76/4
Link: bit.ly/3FWGgHL
- **CODE GYM HUE** **04/2022 - 12/2022**
CODEGYM CENTER TRAINING OF PROGRAMMER IN HUE
Certificate of Java web full-stack course
Link: bit.ly/3GkCcm1

EXPERIENCE

- 1. INMOBI Quang Binh** **02/2023**
Java developer
 - Implement the APIs that provide the new functionality of the application.
 - Maintain and refactor old APIs in use.
 - Development of the application's management website.
 - Working with Google datastore and Firebase
- 2. MABUCHI - MOTOR DANANG** **10/2020-08/2021**
Deploying Drawings
 - Deploy detailed machine drawings.
 - Responsible for ensuring examination of all equipment used in the maintenance of the factory machines.
 - Coordinate with other employees to implement some machine development projects

CERTIFICATE

- Certificate code.org
- Get things done with Kanban
- SCX - Scrum Essence
- Manage source code with Git

Link : <http://bit.ly/3HCoBHC>

HOBBIES

- Soccer
- Reading books
- Music
- Watch programs about science and technology

3. CUBICASA HUE

10/2021-12/2021

Part-time Deploying Drawings

- Deploy 2d house drawings
- Based on customer's video into 2d house drawing.

PROJECTS

1. HALOLO - NETWORK

11/2022 - 12/2022

TEAM OF 3 MEMBERS (5 WEEKS)

- Project builds on:

- MySQL - database
- Spring Boot - API
- NodeJs - socket-io
- React - client page Jquery
- Bootstrap

- **Position:** Maintainer

- Build, assign and monitor each member's tasks.
- Quickly find a solution when members have problems and difficulties.
- Organize check-in meetings (1 week / 1 time) or problem-solving meetings.
- Build function to CRUD for the product, user, post, reaction, comment and relationship of users.
- Cut the templates for page
- Build login, logout, and register functionality for page.
- Authenticate and authorize the logged-in account.

- **Summary:**

- This is a social network with basic features such as posting articles, photos, reaction and commenting on posts of other people. Make friends, follow other people and exchange information with each other through messages.
- Analyze and design application architecture with the team.
- Manage work and group discussions via Trello, Slack.
- Daily work report to coach.

- **Link product:**

- Website: <https://halolo.tk>
- Mobile : <https://halolo.tk>

(User: thanhc4@gmail.com, password: Thanhc422i1)

• - **Link Git:**

1. Module: <https://gitlab.com/dev4end/spb-halolo-module>
2. Node: <https://gitlab.com/dev4end/nodejs-halolo-server>
3. Client <https://gitlab.com/dev4end/reactjs-halolo-client>

2. SHOES SHOP

10/2022 - 10/2022
PERSONAL (1 WEEK)

- Project builds on:

- MySQL - database
- Spring
- JQuery
- Bootstrap

- Position: Author

- Summary: This is a shoe shop page. Includes user interface and 1 management page. Users can see the shoe models available at the shop and consult the prices. Management side can manage products and orders

- Link Git:

<https://github.com/yuld8498/Module4/tree/main/YuldShop>

3. SHOES SHOP MANAGERMENT

08/2022 - 08/2022
PERSONAL (1 WEEK)

- Project builds on:

- MySQL - database
- Java Servlet, JSP,JSTL
- Bootstrap

- Position: Author

- Summary: This is a page to manage a shoe store. Here you can manage your shop's product list. Edit product-related information, add new products, remove products that are no longer needed

- Link Git: **<https://github.com/yuld8498/caseModule3>**

4. BOOK STORE MANAGERMENT

06/2022 - 06/2022
PERSONAL (1 WEEK)

- Project builds on:

- Java Core
- OOP
- Solid...

- Position: Author

- Summary:

- This is a bookstore management application that runs in the Console screen.
- Including product management functions such as adding products, editing product information, deleting books. Other functions such as adding products you want to buy to cart, buying one or more products, checkout shopping list.
- The function of registering to borrow and return books on 1 week.

- Link Git: **https://github.com/yuld8498/caseStudy_md2**