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# Nam Nguyen

Hanoi, Vietnam

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## Summary

A fast-learning and adaptable developer passionate about building practical, user-focused applications and continuously learning new technologies. I am eager to contribute to real-world projects, collaborate in team environments, and grow as a fullstack developer.

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## Projects

### DCMS Website - Digital Content Management System

Front End Developer

11/2024 - Present

*Built with ReactJS and Redux, this CMS allows users to manage articles and auto-generate audio using a Text-to-Speech API.*

- Developed a frontend dashboard for managing articles, including creating, editing, and organizing content using React.js and Redux
- Integrated text-to-speech functionality by consuming Open AI API to automatically generate audio versions of articles
- Implemented clean UI/UX with responsive design and dynamic routing to enhance user experience
- Managed application state using Redux for smooth data flow and real-time updates

### E-commerce Website for Protective Products

Full Stack Developer

06/2024

<https://github.com/namnx29/Ecommerce-website>

*Personal Project - Developed with Laravel, this platform supports product showcasing, customer interaction, and includes a seller dashboard for managing inventory and orders.*

- Built a full-featured e-commerce platform using Laravel for showcasing and selling protective products to end users
- Developed a seller dashboard for product management, order tracking, and content control
- Implemented secure user authentication, product listing, and order management system
- Designed responsive frontend views using Laravel Blade templates and custom CSS
- Managed database models and queries with Eloquent ORM, ensuring efficient data handling

### Top-Down Survival Game (Inspired by Vampire Survivors)

Team Leader

04/2024

*Team Project - A game project inspired by Vampire Survivors, developed in Unity using C#*

- Led a team to design and develop a top-down survival game inspired by Vampire Survivors, using C# and Unity
- Proposed and refined the core game concept, including enemy waves, player abilities, and item progression systems
- Managed team workflow and progress as team leader, overseeing design, coding, and testing

### Library Management Application

Java Developer

11/2023

*Team Project - A desktop application built with Java to manage books, users, and lending activities, featuring basic CRUD operations and a simple user interface.*

- Developed a basic library management system using Java with a focus on object-oriented programming
- Implemented core features such as book inventory, user management, borrowing and returning books

- Practiced designing a clean class structure with encapsulation and modular code

## Stock Data Crawler & Analysis System

Team Leader

12/2022

*A web-based system that automatically collects, organizes, and analyzes stock market data using Google Apps Script and Google Sheets.*

- Led an 8-member team to build a system that automatically crawls and analyzes stock market data using Google Apps Script and Sheets
- Designed and implemented most of the crawling and data processing logic, including real-time updates and data visualization
- Managed the project using Scrum methodology, holding sprint reviews and standups to ensure smooth progress
- Created and tracked tasks via Gantt charts and integrated workflows
- Coordinated team communication, task delegation, and delivery timeline as team leader

## Self Project

*Tetris Clone (Python)*

02/2025

- Built a simple clone of the classic Tetris game using Python for practice with logic, game loops, and UI rendering
- Reinforced skills in basic game mechanics, key events, and collision detection

*AI Voice Assistant (Python)*

- Created a basic AI voice assistant by following an online tutorial, integrating speech recognition using OpenAI API
- Gained experience working with Python libraries for voice input, automation, and system control

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## Education

### Hanoi University of Industry

Bachelor of Information Technology • Hanoi

09/2024

- Major in Information Technology

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## Skills

- **Languages:** C, C++, C#, Java, PHP, Python, JavaScript, HTML, CSS
- **Frameworks & Libraries:** .NET, ASP.NET, Laravel, React, Vue, Vite, Bootstrap, Tailwind CSS, Unity, Redux, Ant Design
- **Tools & Technologies:** MySQL, SQL Server, Git, Docker, XAMPP, Linux, Apache, Photoshop, Adobe Premiere

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## Certificates

AI Model Prompt Engineering Certificate – Hugging Face

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## Languages

English(Immediate), Chinese(Beginner)

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## Volunteering

### Volunteer Translator & Support Coordinator

*31st SEA Games, Hanoi, Vietnam – May 2022*

Assigned to: Malaysia National Olympic Committee (NOC)

- Acted as a translator and liaison between the NOC and local organizers to ensure smooth communication across English, Vietnamese, and (optionally) Malay
- Facilitated airport pickups, hotel check-ins, and VIP transport for athletes, coaches, team managers, and NOC officials

