NGO QUOC DUNG

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PERSONAL INTRODUCTION

I am a **Back-end Developer** and recently graduated with a **good** degree in Information Technology Engineering from HUST. With **over 1 year of experience** in software development, particularly with strong back-end skills, I am eager to work in a professional environment where I can apply my design, testing, and maintenance knowledge to create applications that serve the community. I am always ready to take on challenges and learn new and useful things to improve myself and contribute to the company's growth.

SKILLS

Programming languages: PHP, Java, SQL, Python, JavaScript

Frameworks: Laravel, Express.js, Flask, React

Other tools: Docker, Redis, Postman, Figma, Git, Firebase, Amazon s3...

Other skills: SQL optimization, Data structure algorithm, Computer architecture, and Design pattern

Languages: English - B2+, **Vietnamese** - native

EXPERIENCE

FIMETECH (Fuinre INC.)   **Hanoi, Vietnam**

Back-end Developer   Jan 2023 – June 2024

- Build new features and maintain a large API system (with over 1 million users and about 2 million requests per day) organized as a Package/Module in a Laravel framework for a cryptocurrency exchange, blockchain
- Build and develop API using Laravel for e-commerce website for buying and selling and exchanging documents, WordPress interface, and website template
- Learn and use database tools: MySQL, MongoDB and optimize queries, servers: Redis, Elasticsearch
- Using third-party services: Amazon s3, Firebase, Docker

Admicro (VCCorp)   **Hanoi, Vietnam**

Full-stack Developer (Intern)   Sep 2022 – Dec 2022

- Learn the basics of Javascript, Nodejs as back-end, and Reactjs as front-end
- Apply knowledge learned to create advertising landing pages
- Control and implement real-time live chat functionality for internal systems (using React, Express.js, MongoDB and Socket.io)

EDUCATION

Hanoi University of Science and Technology   **Hanoi, Vietnam**

Information and Technology   2019 - 2024

- GPA: 3.0/4.0
- Have a clear knowledge of database optimization, all about UML, blockchain, and IP networks.

Nguyen Gia Thieu High School   **Hanoi, Vietnam**

Natural Science Class   2016 - 2019

- Join the school's Physics team

PROJECTS

Microservice-based application to optimize routes for dropshipping logistics   Mar 2024 – Jul 2024
(Graduation thesis)

- Description: Developed a microservice-based web app to solve Vehicle Routing Problem (VRP) in dropshipping
- Tools used: Laravel, Flask, React, MySQL, MongoDB, Docker, Redis and Google map API
- Received an A grade from the thesis defense committee
- Key learning:
    - Implemented algorithms (combining K-means clustering and Clarke-wright savings) to solve multi-depot VRP in dropshipping
    - Developed microservices architecture with Docker, integrating multiple front-end and back-end technologies to deploy to server
    - Used google map API to get data about the address, routes, and travel times and display routes and destinations on Google map
    - Enhanced performance through Redis caching and efficient data management using SQL and No SQL databases

Recruitment website   Apr 2023 – Jul 2023

- Description: Web application allows users to search for jobs and companies to post job openings.
- Tools used: Laravel, MySQL, Laravel Livewire
- Key learning:
    - Gained proficiency in Laravel framework, learning to build robust and scalable web applications
    - Implemented Laravel Livewire for dynamic, reactive interfaces without writing JavaScript
    - Learned to create user authentication and authorization systems for secure access

Comic reading application   Apr 2023 – Jul 2023

- Description: Mobile application for reading comics
- Tools Used: Android Studio, Java, MySQL, Firebase
- Key learning:
    - Gained practical knowledge in Android development, including app architecture and life-cycle
    - Implemented responsive UI designs and mobile-specific features, such as touch gestures for intuitive reading
    - Utilized Firebase to integrate cloud-based back-end services for data management and user authentication

First-person shooter game   Oct 2022 – Jan 2023

- Description: Developed a first-person shooter game using Unity
- Tools Used: Unity, C#
- Key learning:
    - First hands-on experience with Unity, gaining a fundamental understanding of game development principles, engine interface, and workflow
    - Implemented core FPS mechanics including camera controls, character movement, and basic combat (hit detection, damage calculations)
    - Create multiplayer games using the online network and multiple maps by utilizing and combining various assets.

Online chat website   Sep 2022 – Dec 2022

- Description: Developed a real-time online chat system
- Tools Used: Node.js, Express.js, React, Socket.io, and MongoDB
- Key learning:
    - Developed full-stack JavaScript skills using Node.js/Express back-end with React front-end
    - Implemented real-time communication using web socket connections (Socket.io) for instant messaging.
    - Learned to integrate MongoDB with a Node.js application for efficient data storage and retrieval