




Huu Kien

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EDUCATION

Sai Gon University

B.S. Software Engineer

Gia Nghia High School

Graduated

Now

Current GPA: 3.44/4.0

June 2021

Type: Excellent

COURSEWORK

Courses: Object-Oriented Programming, Data Structures & Algorithms, Embedded Systems, Discrete Math, Linear Algebra, Calculus, Physics, Probability & Statistics, Website Development

SKILLS

Languages: C/C++, Python, Java, JavaScript/TypeScript, HTML/CSS, Rust, \LaTeX

Tools: Git/GitHub, Unix Shell, Webpack, VS Code, IntelliJ, PyCharm/IDEA, Figma, Canva, Atom

Frameworks: Django, Flask, WordPress, FastAPI

Libraries: pandas, NumPy, Matplotlib

PROJECTS

Python Weather App with Real-time Data and GUI | *Python, tkinter, API*

Nov. 2023

- Personal project.
- Developed a weather app using Python, Tkinter, and an external weather API.
- Designed a user-friendly GUI to display current weather conditions, forecasts, and other relevant information.
- Integrated with an external API to retrieve real-time weather data for any location.
- Implemented error handling and data validation to ensure accurate and reliable results.

Python BMI Calculator with Graphical User Interface (GUI) | *Python, Pygame, Object-oriented*

May 2023

- Personal project.
- Developed a BMI calculator application using Python and Pygame.
- Implemented a user-friendly GUI for entering height and weight information.
- Utilized Pygame library to create an interactive and visually appealing interface.

E-commerce Platform for Sneakers (Front-end - Back-end Development) | *HTML/Css, Js, PHP*

Aug. 2022

- Project for web and application programming subject
- Developed a fully-functional sneaker e-commerce website using HTML, CSS, JavaScript, and PHP.
- Designed a user-friendly and responsive interface for browsing, searching, and purchasing sneakers.
- Implemented functionalities for user registration, product management, shopping cart, and checkout process.
- Integrated a database MySQL to store product information, user data, and orders.

Java Application for Inventory Management and Sales in Watch Store | *Java*

Aug. 2022

- Project for Java programming subject
- Developed a Java application to manage inventory, sales, and customer data for a watch store.
- Optimized UX e.g. supplied saturation level, and addressed potential workarounds
- Designed a user-friendly interface for adding, editing, and viewing product information, sales transactions, and customer records.
- Implemented functionalities for generating reports on sales performance, inventory levels, and customer trends.
- Utilized Java database connectivity (JDBC) to connect to a database and store data.

Library Management System using Console | *Java*

Dec. 2022

- Project for Object-oriented programming subject
- Developed a Java application to manage book inventory and borrowing in a library using console interface.
- Designed a user-friendly console interface for adding, editing, and viewing book information, and managing book borrowing and returning.
- Implemented functionalities for searching books by title, author, and genre.
- Utilized data structures and algorithms to efficiently manage library operations.

CHANLLENGE

National student informatics olympic competition | *Member*

Dec 2023

Member of the school team participating in the competition

HOBBIES

Learning English and Chinese languages

Strong language skills enhance my ability to work in a multicultural environment