

NGUYEN VAN HIEU

Web Developer Intern

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OBJECTIVE

Final-year Software Engineering student with hands-on experience in MERN Stack and Enterprise Linux environments. Seeking a Web Developer Intern position to leverage skills in React.js, Node.js, and AI integration (RAG) to build scalable, production-ready web applications.

EDUCATION

2022 - 2026

Ho Chi Minh City University of Industry and Trade (HUIT)

Major: Software Engineering (expected graduation in April 2026.)

GPA: 3.5/4.0

TECHNICAL SKILLS

- Languages: JavaScript (ES6+), TypeScript, SQL, HTML5, CSS3, C#(Winform)
- Backend: Node.js, Express.js, RESTful APIs, JWT, PHP (Laravel)
- Frontend: React.js, Next.js, Tailwind CSS
- Database: PostgreSQL (Priority), MySQL, MongoDB
- Tools: Git/GitHub, Docker, Postman
- Others: RAG Concepts, Data Structures & Algorithms

WORK EXPERIENCE

06/2025 - 08/2025 **MobiFone Service Company – Region 2, Branch of MobiFone Telecommunications Corporation**

Software Engineer Intern

- Designed and implemented automated ELT data pipelines using Apache NiFi on CentOS environment, facilitating seamless data integration across internal enterprise systems.
- Developed and optimized backend workflows, significantly reducing manual data processing time and improving overall system reliability.
- Researched and prototyped an internal RAG-based chatbot application, applying AI to automate query handling and enhance operational efficiency.

PROJECTS

2026 - 2026

ReviewLecturers_HUIT - Academic Review & Comparison Platform for HUIT Students

Personal Project

Designed and developed a centralized academic information platform specifically for HUIT students to optimize course registration decisions. The system digitizes and manages comprehensive subject and teaching assignment data across entire semesters, enabling students to search, compare lecturer metrics, access anonymous reviews, and engage in real-time interactions (nested replies, reactions, bookmarks).

Key Technologies & Engineering:

- Automated ETL Pipeline (n8n):
 - Engineered an automated ETL workflow (Extract-Transform-Load) triggered via Google Drive API upon new schedule uploads.

- Data Processing: Implemented custom Node.js scripts to extract, clean, and deduplicate large-scale lecturer datasets from raw Excel files.
- Optimization: Utilized Upsert strategies to synchronize thousands of subject/lecturer records into PostgreSQL (Neon) while preserving historical user review data.
- Fullstack Development:
 - Frontend: Next.js 16 (App Router), TypeScript, TanStack Query, Shadcn UI, Responsive Design.
 - Backend: Node.js (Express Framework), PostgreSQL, Prisma ORM (Complex relational schema design for Lecturers - Subjects - Assignments - Reviews).

2025 - 2025

Milk-tea Web Shop (E-commerce Platform)

Personal Project

- Engineered the backend using PostgreSQL to design complex relational database schemas, effectively managing Membership Tiers, Dynamic Vouchers, and Order transactions with high data integrity.
- Integrated Digital Payment Gateways (Banking/QR) and handled secure checkout flows, ensuring seamless and accurate financial transactions.
- Built a responsive, production-ready UI deployed on Netlify, optimizing user experience from product browsing to final payment.

Link: <https://htea-milk-tea.netlify.app/>

2025 - 2025

Age Prediction Application

Personal Project

- Developed a React.js application integrating external AI Computer Vision APIs to analyze facial features and predict age/gender in real-time.
- Handled asynchronous data fetching and API states (loading, success, error) to ensure a seamless user experience.
- Parsed and visualized complex JSON responses, transforming raw data into a user-friendly interface.

Link: <https://dudoantuo1.netlify.app/>

2025 - 2025

Portfolio + 3D Website

Personal Project

- Designed and developed an immersive 3D web experience using React.js, Three.js, and React Three Fiber, allowing users to explore a virtual room via FPS-style controls.
- Implemented interactive 3D elements (Virtual Laptop, VR Gallery) and managed complex UI states/overlays using Zustand and Framer Motion.
- Optimized 3D rendering performance and ensured cross-device compatibility with mobile-responsive controls (Virtual Joystick) and responsive layout.

Link: <https://roofolio.vercel.app/>

CERTIFICATIONS

Gemini Certified

<https://edu.google.accredible.com/d9f4c971-1c62-4515-a3f7-1f73fcda801d#acc.9K0M6HZ8>

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