

Tri Dung Nguyen

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EDUCATION

SaiGon University
Software Engineering

June 2021

COURSEWORK

Courses: Object-Oriented Programming, Data Structures & Algorithms, Embedded Systems, Calculus, Physics, Probability & Statistics

SKILLS

Languages: C/C++, Python, JavaScript/TypeScript, HTML5/CSS3, PHP

Frameworks, Platforms & Libraries: Bootstrap, Material UI, Ant Design, jQuery, Less, Next.js, ReactJS, Sass, Tailwind CSS

Tools: Git/GitHub, Unix Shell, VS Code, IntelliJ CLion/PyCharm/IDEA

PROJECTS

Galaxy Cinema Clone | *React 19, Vite, Tailwind CSS, Redux Toolkit, React Query, Git, Node.js*

Jun. 2025

- Personal capstone project to simulate a movie ticket booking system inspired by Galaxy Cinema for learning purposes.
- Built a responsive web application with features including movie listings, ticket booking, user authentication, and admin management.
- Improved skills in React, state management with Redux Toolkit, data fetching with React Query, and form handling with React Hook Form.
- Gained experience in modern web development tools like Vite, Tailwind CSS, and Git for version control and project organization.

Pinwheel | *Tailwind, HTML/CSS, JavaScript, Git, Unix Shell, VS Code*

Feb. 2025

- Personal project to learn and practice front-end development with Tailwind CSS.
- Built a responsive web interface while exploring modern web design principles.
- Improved skills in HTML, CSS, JavaScript, and integrating Tailwind for styling efficiency.
- Gained experience working with Git, Unix Shell, and version control workflows.

GroceryMart | *HTML/CSS, JavaScript, Sass, Git, Unix Shell, VS Code*

Feb. 2024

- Developed GroceryMart, an e-commerce website for grocery shopping with a clean and modern UI.
- Utilized Sass to enhance CSS organization, maintainability, and styling efficiency.
- Implemented Sass variables, mixins, and nested rules to streamline the design process.
- Created a fully responsive layout for seamless user experience across devices.
- Improved styling workflow by structuring stylesheets with SCSS partials and modular architecture.
- Gained hands-on experience in optimizing CSS performance and maintaining scalability in large projects.

Flappy Bird Game | *Python*

Aug. 2022

- Developed a Minecraft server plugin to limit players to one way of replenishing their hunger bar
- Used persistent data containers to save and load data, ensuring that it persists across plugin resets
- Optimized UX e.g. sound design, food drop timing, supplied saturation level, and addressed potential workarounds

EXPERIENCE

CYBERSOFT <i>Frontend Developer Internship</i>	Jun. 2025 – Aug. 2025
Participated in company projects, focusing on developing web interfaces and integrating user features.	
CyberSoft Academy <i>Student</i>	Nov. 2024 – Jun. 2025
Involved in the training centre centered around Competitive Programming.	
Tutoring <i>Tutor</i>	2021 – 2024
Routinely tutored high school students in mathematics.	

HOBBIES

Football	2013 – Present
Played football in local clubs and school teams, participating in tournaments and training regularly to improve skills and teamwork.	
1st in Football – Phu Dong Health Festival (Provincial Level, Middle School)	Feb. 2016 – May 2016