





# Tri Dung Nguyen

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## CAREER OBJECTIVE

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Aspiring Frontend Developer passionate about crafting responsive, user-friendly web applications using React and modern technologies. Seeking to leverage technical skills and collaborative experience to deliver innovative software solutions.

## EDUCATION

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### SaiGon University

*Software Engineering*

June 2021 – June 2025

*Ho Chi Minh City, Vietnam*

## COURSEWORK

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

## SKILLS

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### Technical Skills:

- Proficient in C/C++, Python, JavaScript/TypeScript, HTML5/CSS3, PHP
- Experienced with ReactJS, Next.js, Tailwind CSS, Redux Toolkit, React Query
- Skilled in Git/GitHub, Unix Shell, VS Code, IntelliJ CLion/PyCharm/IDEA

### Soft Skills:

- Collaborated effectively in team-based projects to meet deadlines
- Solved complex problems through critical thinking and debugging
- Communicated technical concepts clearly to diverse audiences

## PROJECTS

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### Galaxy Cinema Clone | *React 19, Vite, Tailwind CSS, Redux Toolkit, React Query*

Jun. 2025

- Developed responsive web app for movie ticket booking as Frontend Developer
- Utilized React 19, Vite, and Tailwind CSS for fast, modern UI
- Implemented movie listings, ticket booking, and user authentication
- Achieved seamless state management and data fetching with Redux Toolkit

### Pinwheel | *Tailwind CSS, HTML/CSS, JavaScript*

Feb. 2025

- Built responsive web interface as Frontend Developer
- Leveraged Tailwind CSS for efficient, modern styling
- Designed interactive UI with JavaScript for dynamic features
- Enhanced skills in version control with Git and Unix Shell

### GroceryMart | *HTML/CSS, JavaScript, Sass*

Feb. 2024

- Created e-commerce website as Frontend Developer
- Applied Sass for organized, scalable CSS architecture
- Developed responsive layout for seamless cross-device experience
- Optimized styling workflow with SCSS partials and modular design

### Flappy Bird Game | *Python, Pygame*

Aug. 2022

- Developed 2D game clone as Solo Developer
- Used Python and Pygame for game logic and graphics
- Implemented player controls, obstacles, and collision detection
- Delivered functional game with sound effects and modular code

EXPERIENCE

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<b>CYBERSOFT</b>   <i>Frontend Developer Internship</i>	Jun. 2025 – Aug. 2025
<ul style="list-style-type: none"><li>• Developed web interfaces for company projects</li><li>• Integrated user features using React and Tailwind CSS</li><li>• Collaborated with team to meet project deadlines</li></ul>	
<b>CyberSoft Academy</b>   <i>Student</i>	Nov. 2024 – Jun. 2025
<ul style="list-style-type: none"><li>• Completed intensive training in Competitive Programming</li><li>• Mastered advanced algorithms and web development techniques</li><li>• Built projects to apply React and JavaScript skills</li></ul>	
<b>Tutoring</b>   <i>Mathematics Tutor</i>	2021 – 2024
<ul style="list-style-type: none"><li>• Tutored high school students in algebra and calculus</li><li>• Improved student grades through tailored lesson plans</li><li>• Developed strong communication and mentoring skills</li></ul>	

ACHIEVEMENTS/CERTIFICATES

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- Earned React Developer Certificate from Coursera (Dec. 2024)