

Đặng Kim Bảo

SOFTWARE ENGINEER

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CAREER GOALS

I am looking for a new opportunity to make a real difference in the lives of young learners. My main goal is to have a strong background and to practice good working manners before working in a professional environment so that I can deliver real value to any company that I work for. Furthermore, as a last-year-student, I also want to gain more practical skills and real experiences to pursue my career to be a fulltime Java or Javascript developer in the future. And through the experiences while being a Developer, I will strive to be a full-time Product Manager.

EDUCATION

SEP 2017 - PRESENT	VIETNAMESE-GERMAN UNIVERSITY Major: Computer Science - Studying in Vietnamese-German University, which is taught in English.
SEP 2019 - MAR 2020	FRANKFURT UNIVERSITY OF APPLIED SCIENCE Major: Computer Science - Achieved DAAD Scholarship for a six-month course as an Exchange Student.

SCHOOL PROJECTS

2020	PYTHON (INDIVIDUAL WORK) Medical image processing - Object detection - Used YOLOV5 and Pytorch to recognize odd objects in human body. - Applying basic knowledge of some basic algorithm for pre-processing image.
2020	JAVA (TEAMWORK) Book reader application on Android - Working in a team, finished a fully functional Book reader application (self implemented book format). - Mainly responsible for the design and the backend.
2020	JAVA (TEAMWORK) Booking Application - Mainly responsible for Logic tier of the application, create API to perform business logic handle and to interact with SQL server, and responsible for a part of testing using JUnit.
2020	JAVA (TEAMWORK) GraphML Graph Parser - A parser that constructs a graph from a .graphml file, which is a

simulated information of a network, and calculates connectivity, shortestpaths, betweenness, and outputs the result into a .graphml file.

2019 - 2020	SOFTWARE DESIGN (TEAMWORK) E-scooter booking application - A part of Agile/Scrum module. - Finished a fully proposal to make an booking application from the frontend to the backend.
2018	PYTHON (TEAMWORK) Simulating games in Minecraft - Took part in designing, and simulating some games like: Tetris, Maze generating, ... in Minecraft world.

ACTIVITIES

2020 - 2021	VIETNAMESE GERMAN UNIVERSITY IT assistant and supporter for marketing department - Optimizing/adding features to existing VGU websites (tuyensinh.vgu.edu.vn, huongnghiep247.vn) (mostly using Javascript) - Support in some other common technical issues. - Volunteer as organizer in VGU adminssion events.
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HONORS & AWARDS

2017	IELTS 6.5
2017	PITCH YOUR FUTURE IDEA - TOP 10 Competitor - Presenting a solution to eliminate traffic jam by creating flexible traffic lights navigation and wait-time at a road junction.
2019	STARTUP IDEA BATTLE - FIRST PRIZE Competitor - Presenting an idea and planning about applying Blockchain technology to solve a real-life problem (Fintech).
2019	DAAD SCHOLARSHIP

SKILLS

- Basic German (A2.2)
- Basic knowledge of HTML5/CSS.
- Basic knowledge of Javascript/Java.
- Basic knowledge of MySQL/NoSQL/Mongodb.
- Basic knowledge of Nodejs
- Familiar with Agile/Scrum procedure.