

BAO HUYNH MINH

C + + D E V E L O P E R



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- District 4, HCM City, Vietnam
- English (IELTS 7.5)

PROFILE

I am a Software Engineering student who is eager to learn and adapt to new things on my journey to become a software developer with a creative mind and strong problem solving skills.

SKILLS

- Experience with latest version C++
- OOP concept, Threading, Smart Pointers, Win32 API.
- Familiar with Java and Python.
- Source Control (Github)
- UI Design, API
- Data Structures
- Problem-Solving

SOFT SKILLS

- Team Collaboration
- Communication
- Creativity

EDUCATION

NATIONAL UNIVERSITY

Ho Chi Minh University of Science
Software Engineering

2020 - 2024

GPA: 8.81

PROJECTS

OOP CONSOLE PROJECTS

C++ [Notion](#)

- Strategy game using keyboard and console control.
- Implement inheritance, polymorphism, thread pool and more.
- Using random value generator. (C++11 and 14)

COURSE ENROLLMENT SYSTEM

C++ Team Project [Github](#)

- Pointer flexibility and clean hierarchical architecture.
- Teacher and student login system.

TETRIS (ARCADE GAME)

C++ SFML Framework [Github](#)

- Remake of old arcade games, core features with new game modes.
- Dynamic music switching between gameplay and modes.

DOWNLOAD FILE (WIN32)

C++ WIN32 API [Github](#)

- Allow to download multiple files from a http server.
- Cancel and resume operation, multithreaded, with progress bars.

ENCRYPTION TOOL (WIN32 GUI)

C++ WIN32 API [Github](#)

- Encrypt/decrypt file in segments (threads and mutexes)
- Support many encryption modes: block, stream, RSA,...