

Huỳnh Anh Huy

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SUMMARY

I am a passionate Software Engineering student specializing in mobile and web development. Currently a Junior at the University of Science, I have developed strong leadership skills and diverse experience in full-stack software development through multiple projects. My short-term goal is to secure a software engineering internship where I can leverage both my technical and interpersonal skills, gain hands-on industry experience, and contribute to impactful projects.

EDUCATION

University of Science - VNUHCM

Bachelor of Science, Software Engineering

Ho Chi Minh

Oct 2022 — April 2026

- Cumulative GPA: 3.90/4.0
- Relevant Coursework: Object-Oriented Programming, Data Structure and Algorithm, Database System, Operating System, Software Engineering, Web Development, Mobile Application Development, Introduction to DevOps.

WORK & LEADERSHIP EXPERIENCE

Chapter Lead

Oct 2024 — Present

Google Developer Group on Campus - HCMUS

Ho Chi Minh

- Led a 70-member core team and expanded the club's reach through impactful technical events and workshop series.
- Fostered external partnerships with global GDG chapters and tech companies to enhance learning and exposure.
- Scaled GDGNews into a key outreach channel, sharing technical insights with a 3,300+ follower community.

Head of Mobile

Sep 2023 — Oct 2024

Google Developer Group on Campus - HCMUS

Ho Chi Minh

- Led a team of five members to explore and develop mobile-focused projects, including a mobile app platform for the club.
- Organized Google101, an external workshop providing insights on effectively using Google Tools for productivity and development.

PROJECTS

Team Lead & Developer, Spotify Clone (github.com/anh Huy007/spotify-mobile)

Jan 2025 — Apr 2025

- Led a team of 4 developers in the design and implementation of a comprehensive Spotify Clone mobile application.
- Developed the Android client using Java and MVVM architecture, while building the backend API with Node.js/Express.js and MongoDB.
- Implemented core features including secure user authentication (JWT, Google Sign-in, token refresh), system notification management and premium subscription.
- Integrated third-party services like Cloudinary for media storage and Firebase Cloud Messaging for notifications.

Mobile & Web Developer, TikTok Clone (github.com/anh Huy007/tiktok-clone)

Jun 2024 — Sep 2024

- Implemented API endpoints with Express.js for core features, including authentication, feed, user management, and video creation.
- Designed and developed a mobile UI that mimics the original TikTok experience.
- Implemented core functionalities, including Feed Page, Search Page, and User Interactions (likes, comments), along with Video Upload.

Team Lead & Fullstack Developer, NFTify (github.com/anh Huy007/nftify)

Oct 2024 — Jan 2025

- Led a team to develop a web3 application for collecting and purchasing digital stamps (NFTs) using Ethereum (ETH).
- Developed RESTful APIs with ExpressJS for the marketplace, transactions & authentication.
- Implemented smart contracts using Solidity & Hardhat for minting & trading NFTs, integrating Metamask wallet.
- Designed a modern UI with React.js & Tailwind CSS to enhance UX.

Fullstack Developer, Paperly (github.com/anh Huy007/paperly)

Oct 2024 — Dec 2024

- Developed an online news reading platform with server-side rendering (SSR) for better performance.

- Crawled and processed news data to populate the platform with real-time content, implementing an optimized database schema for efficient data storage and retrieval.
- Developed authentication pages using HandlebarsJS.

Fullstack Developer, Book Recommendation System (github.com/anhhuu007/bookwise) Oct 2024 — Jan 2025

- Designed and implemented a content-based & collaborative filtering recommendation model to suggest books based on user preferences.
- Integrated Semantic Search with Transformer and Vector Database, improving recommendation accuracy.
- Developed a full-stack web application using Next.js for client-side and FastAPI for creating RESTful API endpoints to return responses from the AI model.

Embedded Engineer, Smart Indoor Gardening System (github.com/anhhuu007/sig-iot) Jun 2024 — Sep 2024

- Designed and built a smart IoT hardware system for real-time monitoring and controlling plant growth in an indoor environment using ESP8266 and Arduino Uno R3.
- Developed a web dashboard with Next.js and PostgreSQL to display and store real-time sensor data.
- Enabled manual control via a web interface for watering, lighting, and air flow adjustments or an automatic mode that adapts conditions to optimize plant growth.

SKILLS

- **Programming Languages:** Java, Dart, Kotlin, Python, C, C++, JavaScript, Typescript, Solidity, SQL
- **Frameworks & Tools:** Jetpack Compose, Flutter, ReactJS, NextJS, ExpressJS, FastAPI, Tailwind CSS.
- **Database:** MySQL, PostgreSQL, MongoDB, Firebase.
- **Others:** Git, Github, Docker, Jira, Jenkins, K8S.