

Nguyen Tien Trung

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EDUCATION

Sai Gon University <i>Bachelor of Software Engineering</i>	2023 - Present <i>Current GPA: 3.29/4.0</i>
Kon Tum High School	June 2023

COURSEWORK

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

SKILLS

Languages: C/C++, C#, Python, Java, JavaScript, HTML/CSS, PHP
Frameworks/Libraries: Spring Boot, React, Express
Databases: MySQL, SQL
Tools: Git, GitHub, VS Code, Visual Studio, NetBeans, Postman, Docker

RESEARCH

Colorful Image Colorization | *Jupyter Notebook, Python, GitHub, VS Code* May. 2025

- This project implements a deep convolutional neural network (CNN) to automatically colorize images. It addresses the problem of converting grayscale input images into realistic color images.

PROJECTS

School Bus Tracking System | *Node.js, React, Express, MySQL, WebSocket, GitHub, VS Code* Nov. 2025

- Developed a real-time school bus tracking system for monitoring bus locations and routes.
- Implemented WebSocket-based communication to stream live location updates to the client interface.
- Designed an interactive map interface to visualize routes and track bus movement in real time.

Clothing Inventory Management System | *C#, MySQL, GitHub, Visual Studio* Nov. 2025

- Developed a desktop application to manage inventory for clothing stores.
- Implemented product management, stock updates, and import/export transaction tracking.
- Integrated a MySQL database to store and manage inventory data efficiently.

TBlog | *PHP, HTML/CSS, JavaScript, GitHub, VS Code* Jan 2025

- Developed a blogging platform that allows users to create, edit, and manage blog posts.
- Implemented user authentication and post management features for content creation and editing.
- Designed a simple web interface for publishing and sharing articles online.

Fish Eat Fish | *Python, SQL, GitHub, VS Code* Nov. 2024

- Developed a 2D arcade-style game inspired by the classic “big fish eats small fish” gameplay.
- Implemented player movement, enemy spawning, and collision detection mechanics.
- Designed gameplay logic where the player grows by consuming smaller fish while avoiding larger predators.