

LE MINH QUANG

FRESHER SOFTWARE ENGINEER

PROFILE

I am a software engineer who easily adapts to different hats: Full Stack Web Developer, Mobile App Developer when needed.

CONTACT

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Vinhomes Grand Park HCMC

https://minwang.id.vn/

https://github.com/ImQuanGGGG

EDUCATION

HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY - 2022 - 2026

- Information Technology
- GPA: 3.41 / 4.0

SKILLS

- Backend & API: .NET, RESTful API, Encore, Flask, JWT, Docker, PostgreSQL, MySQL, MSSQL MongoDB, Next.JS
- Frontend & UI/UX: React Native,
 Tailwind CSS, Figma, Flutter,
 Next.JS
- DevOps & Tools: Git, GitHub,
 GitLab, CI/CD (GitHub Actions),
 Azure
- Al & Data: Prompt engineering, Al matching system, data analysis & training

CERTIFICATIONS

- English for IT 2
- JavaScript Essentials 2
- Networking Basics
- Communication & Teamwork Skills

https://www.credly.com/users/le-minh-quang/badges#credly

WORK EXPERIENCE

Super App & Mini App Management CMS Intern Software Developer - FPT IS

12/2025 - PRESENT

- Contributed to the development of the Mobile CMS for Super App ecosystems using React Native (Expo) & TypeScript.
- Engineered modular component system and abstract custom hooks, maximizing code reusability and maintainability.
- Optimized complex data workflows (versioning, bundle management) ensuring high performance and strict Type Safety.

GameNect - Social Network App for Gamers Mobile Developer

8/2025 - PRESENT

- Built a swipe-based social app connecting gamers by interests and play styles using Flutter
- Led UI/UX design, authored PRD, and developed backend/API with integrated security.
- Enhanced user experience through testing and feedback, adding community features like chat, friend requests, and smart suggestions.

Link: gamenect-web.vercel.app/

GameNect - Gamer Matchmaking Platform 8/2025 - PRESENT **AI Developer**

- Engineered an AI Matchmaking System using Gradient Boosting (Scikit-learn) with real-time Firebase integration.
- Processed 40+ features (geospatial, behavioral) to drive a robust Pairwise Compatibility Classifier.
- Achieved 0.81 ROC-AUC & 94% Recall, optimizing user connections via rigorous feature analysis.

Link: github.com/lmQuanGGGG/gamenect_ai_training

QConcert - Online Event Ticketing Platform 2/2025 - 12/2025 Mobile Developer

- Built an online ticketing platform for concerts, seminars, and workshops.
- Designed user flows, authored PRD, and developed booking system with integrated payment & e-ticket confirmation.
- Optimized UX/UI and system performance through testing, improving booking speed and conversion rates.

Link: <u>qconcert.vercel.app/</u>