

NGUYEN QUANG HA

Junior Software Developer | .NET & Full-stack

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PROFESSIONAL SUMMARY

- **Fast-learning software developer** who takes ownership of unfamiliar problems and turns them into practical software, with hands-on experience across React, TypeScript, FastAPI, PostgreSQL, Docker, and cloud integrations.
- **During my Nova Engine internship, I learned a new content-production domain** and developed CreateStory from an initial assignment into a production workflow used by a **3-4 person team**, then documented it for handover.

TECHNICAL SKILLS

Programming: C#, TypeScript, JavaScript, Python, SQL, HTML/CSS
Backend: ASP.NET Core, Entity Framework Core, FastAPI, REST APIs, authentication, RBAC
Frontend: React, Vite, Tailwind CSS, responsive web interfaces
Data: SQL Server, PostgreSQL, relational modeling, migrations, backup and restore workflows
DevOps/Cloud: Git, Docker, Docker Compose, Cloudflare, AWS S3/CloudFront, Vercel, Windows hosting

EDUCATION

Hanoi Open University

Bachelor of Information Technology

Hanoi, Vietnam

Expected 2027

EXPERIENCE

Software Developer Intern - Nova Engine Software Solution

Jan. 2026 - Jul. 2026

Hanoi, Vietnam

- **Learned an unfamiliar content-production domain quickly** and took ownership of CreateStory from an initial assignment through production delivery and handover for a 3-4 person content team.
- **Replaced manual handoffs with a status-driven pipeline** that made each stage faster to operate, easier to verify, and cleaner to recover when a job failed.
- Coordinated controlled Windows releases by checking active jobs, replacing service packages while preserving local voice models, rebuilding containers, and smoke-testing changed workflows.
- Diagnosed failures across the React UI, API gateway, PostgreSQL database, crawler, TTS, Drive-sync, and long-running background workers.
- **Implemented build-time technical SEO across 4 public route families**, generating crawlable HTML and metadata that made BedReads discoverable for branded Google searches.
- **Prepared separate management and operations handover documents** covering credential rotation and access revocation so another developer could continue without depending on my accounts.

Web Development Internship Project - FPT

2025

Vietnam

- Worked on a Tiki-inspired book e-commerce website and gained experience delivering a data-backed product in a team setting.
- Learned how frontend, backend, and database responsibilities fit together while contributing across product flows and debugging integration issues.
- The source code and internal project information remain private to FPT; this CV describes only the work boundary and learning outcome.

PROJECTS

Taskie | *C#, ASP.NET Core, EF Core, SQL Server, React, TypeScript, Docker* | [GitHub](#) 2025 - 2026

- **Rebuilt a university ASP.NET MVC task manager as an ASP.NET Core Web API and React SPA** with boards, lists, cards, comments, and persistent drag-and-drop ordering.
- **Implemented short-lived JWT authentication in an HttpOnly, SameSite cookie** and explicit Owner, Editor, and Viewer permissions across write operations.
- Mapped the domain with Entity Framework Core and SQL Server using DTO-shaped responses, environment-based secrets, configurable CORS, and persisted list/card positions.
- Containerized the stack with Docker Compose and added repeatable database initialization, migrations, backup, restore, and non-destructive update commands.

CreateStory | *React, TypeScript, FastAPI, PostgreSQL, Docker, Google Drive API* | [GitHub](#) 2026

- **Turned an initial internal assignment into the primary production tool used by a 3-4 person team** to run novel and audio work from one interface instead of coordinating each service manually.
- **Automated the crawl -> TTS -> Drive validation/sync -> publishing pipeline**, replacing repetitive handoffs with explicit stages, status checks, and recoverable jobs.
- **Configured CPU-bound audio processing at concurrency 1 on a 12-core production host** to prevent competing jobs from exhausting resources or making output unstable.
- Shipped controlled Windows releases by checking active jobs, preserving local voice models, rebuilding Docker services, and smoke-testing the full workflow.

BedReads SEO Reader | *React, TypeScript, Vite, Prerendering, S3, CloudFront* | [GitHub](#) · [Product](#) 2026

- **Built responsive landing, discovery, story, and chapter-reading experiences across 4 public route families**, including loading/error states, reading progress, paywall behavior, and mobile-app handoff.
- **Implemented build-time prerendering** that emitted crawlable route HTML, canonical/social metadata, structured JSON-LD, robots instructions, and sitemap coverage.
- **Made BedReads discoverable for branded Google searches such as "BedReads"** by aligning rendered content, route metadata, canonical URLs, and sitemap output.
- **Delivered the static reader through AWS S3 and CloudFront** with PWA and analytics integration.

Skeleton Survivors | *C#, Unity, Solo project* | [Demo](#) 2022

- Built a small 3D survival game solo in my first year, implementing player classes and combat, enemy pursuit, collisions, HUD scoring, and persistent high scores.
- The original source is no longer available; the gameplay video documents the build and the beginning of my practical C# experience.

ADDITIONAL INFORMATION

Languages:	Vietnamese (native), English (professional working proficiency)
Leadership:	Coordinated university group projects through task breakdown, ownership assignment, progress follow-up, and deadline accountability
Focus:	Full-stack software development; strengthening the .NET/backend and SQL track
Availability:	Hanoi, Vietnam - open to Fresher / Junior Software Developer roles