

# Ninh Hoang Khai

Software Development

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## SUMMARY

I have been a software developer for more than a year, working on both games and websites. I have worked with Next.js, React.js, and TypeScript at Vinpet Solution, FPT IS, and ActionScript at VIETGAME. I always aim to create effective, optimal and practical products, and constantly learn to develop professional skills in the software field. My goal in the next two years is to become a Senior Fullstack Developer. I am now ready for more challenges and this really excites me.

## EDUCATION

### Nam Can Tho University

2018 – 2022 | Can Tho, Viet Nam

Information Technology

- GPA: 3.5/4.0
- English: Basic communication

## SOFT SKILLS

- Teamwork, proactive learning
- Time management, research and testing of new technologies

## TECHNICAL SKILLS

**Languages:** Java, C#, TypeScript  
**Frontend:** NextJS, Redux, React Query, Tailwind Bootstrap, SCSS  
**Backend:** Spring Boot, .NET, Microservices  
**Database:** PostgreSQL, MySQL, SQL Server, MongoDB  
**Tools:** Git, GitHub, GitLab, Storybook

## WORK EXPERIENCE

### Vinpet Solution

Full-Stack Developer

05/2025 – Present

- Participate in developing the company's official website: [vinpetsolution.com](#)
- Use **Next.js** and **Tailwind CSS** throughout the development process of the company's operations
- Build and deploy Dashboard-related projects, support data management and optimize administrative experience.
- Optimize components in the source code to improve loading speed and overall performance of the application.
- Collaborate with backend developers to develop the most optimal solution for the system.
- Use **Node.js** as the backbone for the project and build the backend together with the rest of the team.
- Develop exception handling for each individual error via Global exception.

### Freelance (Tinda)

Front-end Developer

09/2025 – 12/2025

- Build and develop Admin Dashboard for Tinda Project use technologies such as **NextJs, ReactQuery, Tailwind CSS, Axios**.
- Develop a feature to export user CVs as PDFs using a client-provided template.
- Optimize cache data processing for the project, and build reusable components.
- Build code structure that makes it easy to develop new features.
- Synchronize data structure and connect tightly with the backend.

### FPT IS

Intern Full-Stack Developer

02/2025 – 05/2025

- Experience in the design of a Chronic Disease Examination System in **FHIR/HL7** (medical) standards, **Microservice** architecture Develop Dashboard interface using **ReactJS (TypeScript)** and **Redux**.
- Optimized code, database and build system functions and processes
- Develop Spring Boot, PostgreSQL skills, coordination with other team members

**VIETGAME**

*Game Developer*

10/2022 – 02/2023

- Piggy Game Development – Spin and Win Game
- Built interface and effects using Starling (ActionScript) according to design
- Optimized code and system to improve game performance