



Phuoc Le

Curriculum Vitae

Personal Details

Full Name Huu Phuoc Le
Place of Birth Munich, Germany
Citizenship Germany

Education

2016–2021 **Master of Science**, *Technical University of Munich*, Germany, *GPA – 1.4*.
Informatics

Thesis: Factors leading to Organizational Turnover in Software Engineering Roles.

Supervisors: Prof. Alexander Pretschner, Ph.D. & Prof. Daniel Méndez, Ph.D.

Description: This thesis explored, modeled, and evaluated the various factors that can influence software engineers in their decision to leave or stay in their job.

2017–2018 **Erasmus Exchange**, *University of Oslo*, Norway.
Informatics

2012–2016 **Bachelor of Science**, *Technical University of Munich*, Germany, *GPA – 2.1*.
Informatics–Games Engineering

Thesis: Design and implementation of serious game focused around nutrition.

Supervisors: Prof. Gudrun Klinker, Ph.D. & Dipl.-Inf. David A. Plecher

Description: This thesis explored the use of video games to teach healthy nutrition and included the implementation and testing of a mobile prototype.

2009–2010 **Year Abroad**, *Terrell High School*, Texas, USA.

2004–2012 **Abitur**, *Klenze Gymnasium*, Munich.

Experience

- 2022–Present **Software Engineer**, IGLU, Hue, Vietnam.
- Frontend development using React, Typescript and Liferay
 - Frontend architecture planning and development
- 2018–2022 **Test Automation Engineer**, QNIT AG, Munich, Germany.
- Frontend development using React, Typescript and Liferay
 - End-to-end test automation with Tosca
 - End-to-end test automation with QF-Test
- 2019–Present **Frontend Web Developer**, KERNGEDANKE UG, Munich, Germany.
- Frontend development using React, Typescript and GraphQL
 - Requirement engineering and planning
- 2018–2019 **Frontend Developer**, STUDYSMARTER, Munich, Germany.
- Mobile app development with Ionic and Angular
- 2016–2018 **Junior Developer**, BAYERISCHER RUNDFUNK, Munich, Germany.
- Fullstack developer for React, MongoDB and Elastic Search
 - Java Android development for a radio broadcasting app
 - Virtual Reality prototyping for the Oculus Rift in Unity3D
 - ImpactJS game development for web and Facebook
- 2016–2017 **Student Developer**, TECHNICAL UNIVERSITY OF MUNICH.
- Native iOS development in Swift in cooperation with BSH
 - Preparing and holding Swift classes for new students
- 2015 **Tutor**, TECHNICAL UNIVERSITY OF MUNICH, Germany.
- Preparing and holding Java classes for new students
 - Homework and exam evaluation
- 2014–2016 **Junior Developer (Student)**, M.A.X. IT, Munich, Germany.
- Native .NET desktop app development
 - MS SQL database maintenance
- 2013 **Tutor**, TECHNICAL UNIVERSITY OF MUNICH, Germany.
- Preparing and holding C# + Unity3D class for new students
 - Homework and exam evaluation

Voluntary activities

- 2018 **Reporter**, *Oslo Student TV*, Oslo, Norway.
- Video Editor
 - Camera operator
- 2011–2012 **American Football Coach**, *Munich Cowboys*, Munich, Germany.
- Youth team assistant coach
- 2019 **MINGA Mentor**, TUM, Munich, Germany.
- Mentor for incoming exchange students

Programming skills

- Basic C++, NODEJS, IONIC
- Intermediate ANGULAR , SWIFT/IOS , JAVA/ANDROID, GRAPHQL, APOLLO CLIENT, C#
- Advanced REACT, TYPESCRIPT, JAVASCRIPT, HTML/CSS

— Languages

German **Native**
English **Proficient (C2)**
Norwegian **Elementary (B1)**
Vietnamese **Basic (A1)**

— Interests

- Photography
- Powerlifting
- Programming
- DIY Tech
- Comic Books