



NGUYỄN SỸ HUY

Business Analysis Intern

Business Analysis Skills

- **Requirements elicitation** (interviews, workshops, document review)
- **Writing use cases and user stories**
- **Writing SRS** (Software Requirements Specification)
- **Defining functional & non-functional requirements**
- **Describing business rules and linking them to functions**

knowledge about:

- + Use case diagrams
- + Data Flow Diagrams (DFD), Swimlane diagrams
- + ERD (Entity Relationship Diagram), CRUD matrix
- **Basic prototyping (wireframes, simple mockups)**
- **Prioritizing requirements (MoSCoW, value-cost-risk thinking)**
- **Writing clear, testable requirements and acceptance criteria**

Contact

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Ha Noi



EDUCATION

FPT University Ha Noi

• Major: Software Engineering - C#.Net

• Semester: 5/9

• GPA: 2.8/4

Skills

- English: IELTS ~ 6.0
- Communication: High.
- Teamwork: Proficient

Technical Skills

Programming languages :

- Java /C#

Front-end :

- XAML

Framework:

- ASP.NET Core
- Entity Framework Core (EF Core)

Hibernate

- WPF /WinForms

Database :

- SQL Server /MySQL

Tools :

- Git/Github

PROJECT EXPERIENCE

Name : Cinemax – Full-Stack Theater Management System

Group project : Cinema management

06/05 – 01/07/2025

Role : Business Analyst & Backend Developer

- **Worked with my team to identify actors** (Guest, Customer, Staff, Admin, Cashier, etc.) and their goals.
- **Wrote use cases for main flows:** search movies, select showtime, choose seats, make payment, manage schedule, manage rooms and seats, view revenue, etc.
- **Helped build the SRS document :**
 - + System overview and scope
 - + User classes and characteristics
 - + System features and detailed functional requirements
 - + Non-functional requirements (performance, security, usability).
- **Supported the team in creating:**
 - + Use case diagram and descriptions
 - + Basic DFD and ERD for the system
 - + CRUD matrix for main entities (Movie, Showtime, Ticket, User, Payment, etc.).
- **Helped define simple business rules such as ticket price rules, voucher usage rules, schedule constraints.**
- **Took part in prioritizing features for first release and adjusting requirements when the team changed design.**
- **I also supported some backend coding in Java (Spring Boot)**

AWARD

2023 FPT Scholarship 1000 from FPT University

CERTIFICATES

Coursera:

Web Design for Everybody: Basics of Web Development & Coding.

<https://coursera.org/share/13426bc1057aee61939f8470151d24bf>

Software Development Lifecycle

<https://coursera.org/share/d4c4a6aec6d9e3ee00512786bbb7cdf1>

User Experience Research and Design

<https://coursera.org/share/90ab0a77ccd3c14c07695e502c3bb481>