



DUONG THANH TRUONG

Software Engineer

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 **Portfolio:** <https://bt2701.github.io/My-Profile/>

 **Github:** <https://github.com/BT2701>



SUMMARY

Software engineer with nearly 1 year of experience in backend game development using Go. Proficient in Java for backend and React for frontend, with a strong foundation in web development. Quick to adapt to new technologies and technical requirements.

SKILLS

- **Languages:** Go, Java, Javascript | HTML, CSS, XML.
- **Frameworks & Platforms:** Gin, Echo, Fiber, Spring Boot(Security, Rest, Data JPA, JWT), Hibernate, Servlet | React, Bootstrap, Material-UI.
- **Databases & Caching:** MySQL, SQL Server, SQLite, MongoDB, Redis.
- **Architectures & Models:** Microservices, Monolithic | Hexagonal, Clean, MVC.
- **Others:** Git, Github, Gitlab, OOP & Struct, DSA, SQL & No-SQL, Restful API.
- **English:** Communication.

WORK EXPERIENCE

SUNTEK JSC

(02/12/2024 - Present)

- **Role:** Backend Game Associate
- **Project Name:** Slots Game
- **BE Team Size:** 5
- **Description:** Develop and optimize the backend system for slot games, ensuring high performance, scalability, and real-time processing.
- **Technologies:** Golang, Fiber, Goroutine, Channel, MongoDB, Redis, Docker, RESTful API, Clean Architecture, Microservices.
- **Responsibilities:**
 - Develop the slot game system, including RTP calculations, jackpot management, free spins, and special features.
 - Implement and optimize slot game logic to ensure high performance.
 - Handle thousands of concurrent requests efficiently using Goroutine and Channel.
 - Design, develop, and maintain backend APIs for frontend applications and related services.
 - Build RESTful APIs and optimize performance using Fiber.

- Utilize Redis caching to enhance game data retrieval speed and reduce MongoDB load.
- Design and manage the game data storage system using MongoDB.
- Deploy containerized services with Docker in a Microservices environment.
- Implement unit tests & integration tests to ensure system reliability.
- Collaborate with game designers, frontend teams, and DevOps to deploy and maintain the system.
- Developed a testing tool to monitor RTP for the Game Design team.
- Built a template for recording win/loss data and applied it across all games in the system.
- Optimized the template generator code to quickly create code for core features.

PERSONAL PROJECTS

SOCIAL NETWORKING WEBSITE

(09/2024 - Present)

- **Description:** A scalable and feature-rich social media backend inspired by Facebook, designed using Go and microservices architecture. The system supports key functionalities such as user management, real-time messaging, media sharing, notifications, and friend connections. The architecture is optimized for modularity and maintainability with hexagonal design principles per service.
- **Role:** Fullstack Developer
- **Team Size:** 1
- **Technologies Used:**
 - **Front-end:** React (Hooks, Context API, Axios), Material-UI, Bootstrap, CSS.
 - **Back-end:** Go, Echo, JWT, MongoDB, Redis, Docker, Kong Gateway, Rest APIs, Websocket.
- **Features:**
 - **User Service:** Manages users, accounts, authentication, and authorization (using JWT tokens).
 - **Post Service:** Manages posts, stories, interactions, comments, and reactions; integrated with Google Drive Service for storage.
 - **Friend Service:** Manages friend relationships and handles friend requests.
 - **Chat Service:** Manages messaging and calls (audio, video) using WebSocket and SignalR.
 - **Notification Service:** Handles notifications related to friend requests, post interactions, etc. (using WebSocket).
 - **Game Service:** Manages games available on the platform; currently supports slot games and plans to expand to casual, arcade, and fishing games to diversify gameplay.
 - **API Gateway:** Handles routing and communication between services, implemented with Kong API Gateway.
- **Github:**
 - **Front-end:** <https://github.com/BT2701/facebook-fe-v2>
 - **Back-end:** <https://github.com/BT2701/facebook-be-v2>

BUS TICKET BOOKING WEBSITE

(9/2024 - 12/2024)

- **Role:** Fullstack Developer
- **Team Size:** 4
- **Features:**
 - The bus ticket booking website has two types of users: customers and staff.
 - Customers log in/sign up using JWT tokens, search for buses, book tickets, pay via VNPay, manage and cancel tickets, receive notifications, and rate services.
 - Staff manage bus trips, bookings, track payments via VNPay, send notifications to customers, and assign permissions to other staff. The system uses JWT tokens for security and VNPay for secure online payments.
- **Technologies Used:**
 - **Front-end:** React (Hooks, Context API, Axios), Material-UI, Bootstrap, CSS.
 - **Back-end:** Spring (Boot, Security, JPA, Restful API), Maven, MySQL.
- **Github:**
 - **Front-end:** <https://github.com/BT2701/bus-ticket-booking-frontend>
 - **Back-end:** <https://github.com/BT2701/bus-ticket-booking-backend>

EDUCATION

Sai Gon University

(2021)

- **Branch:** Information Technology
- **Major:** Software Engineering
- **GPA:** 3.2/4

INTERESTS

Enjoy participating in team-building activities and playing badminton regularly.