



Minh-Phuc Tran



Brief introduction

Hi! I'm a software engineer with a self-starter's mindset.

I wrote my first app when I was 17. The little app luckily got 50k+ downloads. Since then, I've been an engineer professionally for 4 years, worked as a full-stack engineer at 2 startups, along with a few side projects.

Thanks to that, I became a generalist with hands-on experience in front-end, back-end, system, and game development.

Previously, I was a tech lead at Archanan building a cloud IDE for HPC development.



Work experience

Founder in Residence

***Entrepreneur First**, Singapore, Jul - Oct 2020*

I joined Entrepreneur First in the hope to find a co-founder and build a \$B startup.

I worked with 4 different co-founders, experimented with ideas about remote work and passion economy, talked to 100+ customers to validate problems, and pitched to investors. Unfortunately, I didn't find any strong project and decided to leave the program. More importantly, I realized that forcing me to find a \$B idea and chasing after investors at such an early stage won't work for me.

That being said, the experience was transformative, I learned a lot about what to expect at a hyper-growth startup.

Development Lead

Archanan, Singapore, Jan - Jul 2020

After a year of working as an engineer, I became the company's tech lead. I was making sure the product team are happy and deliver on time. I directly designed system architecture, improved agile process, prioritized product backlog, delegated tasks to appropriate people, as well as being hands-on in complex tasks.

We used Jira, Github, Github Actions, Terraform, Amazon S3, and ECR to accelerate our development process. For hosting our front-end, we used Amazon S3 and CloudFront. For orchestrating back-end APIs, we used Docker and Amazon ECS. For orchestrating client IDEs, we used K8S and Amazon EKS.

Full-stack Engineer

Archanan, Singapore, Jan - Dec 2019

Archanan is a cloud IDE for developing HPC applications. I joined the startup as one of the first two engineers. As a full-stack engineer, I was responsible for building both the first front-end and back-end components, as well as being involved in designing solutions for specific technical problems.

On the front-end, we used React, TypeScript, and Sass. On the back-end, we used C for system, Go for networking, and Amazon Cognito for authentication.

Co-founder & CTO

YouMeTrips, Vietnam, Oct 2018 - Jun 2019

YouMeTrips is a social platform connecting Vietnamese travelers together and to foreign agencies. I co-founded YouMeTrips with a friend who ran a small travel agency in Vietnam.

I designed the first version of the product, pitched to a startup incubator, and got a \$3k equity-free investment. I hired 3 interns to build the product. We released the first version but didn't get good tractions. We ran out of cash. I was a student and had a full-time job at the time. I was burnt out and had to shut down.

We used React Native, TypeScript, Django, PostgreSQL, AWS, and Github to develop the product.

The app was deleted but you can still see [it on APK Pure](#).

Freelance Engineer

***Self-employed**, Vietnam, Jun 2018 - Dec 2018*

After working as a full-time engineer for a while, I wanted to give freelancing a try. I built a team of five, where I worked as both a tech lead and a product manager. I helped to manage the product development while looking for and negotiating projects. We shipped an event check-in platform for [First Interactive Technology](#).

We used React Native, Angular.js, TypeScript, Node.js, PostgreSQL, and Github to develop the product.

Full-stack Engineer

***YouthDev**, Vietnam, Jun 2017 - Jun 2018*

YouthDev is an IT agency in Vietnam building products for foreign startups.

I joined the company as a full-stack engineer developing back-end and mobile application of [Vievie](#), a healthcare platform connecting Vietnamese patients and professionals. I became a team lead after 6 months but quit soon after.

We used React Native, Java, Kotlin, MySQL, GitLab, and self-hosted servers to develop the product.

Before joining Vievie, I built an NLP service using an SVM ML model to categorize Vietnamese articles for [BuzzSumo](#).



Side projects

Blog About Software Engineering

I write about software engineering, open-source, and tech. The purpose is to help other engineers, be helpful, make friends, and build an audience.


I previously [wrote on Medium](#), but recently migrated to Hashnode and DEV.to.

[Link](#): <https://blog.phuctm97.com>.

A Self-driving Car Model

I and two of my friends joined a national competition where we had to build a self-driving car, which can drive itself in certain environments. We self-studied ML and CV to build the model in less than 3 months.

We used OpenCV C++ to build the product.

 Link: [Source](#).

C++ Game Engine

While building a game for our university project, I and my friends decided to build a small game engine for it.


We used C++ and DirectX to build the product.

 Links: [Video](#), [Source](#).

Game Programming Course

While learning game programming, I built a course to help other students. The course was one of the biggest courses taught by a student at my university, it was enrolled by 120+ students from different universities.

I used C++ and Cocos2dx to build the products.

 Links: [Sources](#).

VPES

VPES is a Vietnamese football game built on top of Pro Evolution Soccer 2016 (by KONAMI). I and two of my friends built a team of 20 people (non-professionals) where I made modding tools and taught people using it to build the game.

With a help of a senior, I also built an end-user app where consumers purchased and used our product.

We used C#, Windows Forms, and .NET Core to build the product.

 Links: [Facebook Fanpage](#), [Press](#).

Sorting Expert

I was learning data structures and algorithms and wanted to build an app visualizing and comparing them. I then built a small team and made the product.

We used C++ and Cocos2dx to build the product.

 Link: [Video](#). (I didn't know `git` at the time)

Skills

Programming Languages

JavaScript, TypeScript, Go, Python, Kotlin, Java, C++, Dart, C#, C. *(I haven't used C#, C, and Java for a while)*

I'm quite confident that I can catch up with other languages when needed very fast.

Web Front-end Technologies

React, Angular.js, Next.js, Gatsby, Styled Components, Emotion.js, Sass, Webpack, HTML5, CSS3. *(I haven't used Angular.js for a while)*

Back-end Technologies

Protocols: REST, WebSockets, HTTP(S).

Frameworks/Libraries: Go Gin, Django, Node.js, Spring Framework, Jersey, Hibernate, JPA, JDBC.

Databases: MySQL, PostgreSQL, Redis, DynamoDB, MongoDB.

Cloud Services: AWS (IAM, EC2, ECS, ECR, S3, CloudFront, EKS), Vercel, Render.

(I haven't used Node.js, Spring, and MongoDB for a while)

Mobile Technologies

React Native, Flutter, SQLite.

Dev Tools

Git, Docker, Github, GitLab, Github Actions, CircleCI, Terraform, Terraform Cloud, Figma, Notion, Jira, VS Code, Vim, Zsh, Bash.

Industrial & Interpersonal Skills

Startup, agile project management, software architecture (monolithic and microservices), software design, containerization, and CI/CD.

Leadership, mentoring, writing, communication, presentation, teamwork, and hiring engineers.

Honors & Awards

- **2nd prize - Tech Debate (May 2018)**
A city-wide debating competition about technology.
- **5th prize - Game UIT Hackathon (May 2018)**
A city-wide hackathon about game and mobile programming.
- **4th prize - Mastering IT (May 2018)**
A city-wide competition about general programming knowledge.
- **2nd prize - Game UIT Hackathon (May 2017)**
A city-wide hackathon about game programming.
- **5th prize - Cuoc Dua So (May 2017)**
A nation-wide competition about driverless car - nation final.
- **1st prize - UIT English Festival (Feb 2017)**
A university-wide game about English skills.
- **2nd prize - Thach Thuc (Jan 2017)**
A city-wide competition about general programming knowledge - semi final.
- **1st prize - Cuoc Dua So (Jan 2017)**
A nation-wide competition about driverless car - university round.
- **1st prize - Wecode Challenge (Dec 2015)**
A university-wide competition about problem-solving programming.

- **3rd prize - Duong Den Vinh Quang (Feb 2015)**
A nation-wide TV show contest about general knowledge - semi final.
 - **2nd prize - Duong Den Vinh Quang (Dec 2014)**
A nation-wide TV show contest about general knowledge - quarter final.
 - **1st prize - Duong Den Vinh Quang (Dec 2014)**
A nation-wide TV show contest about general knowledge - qualification.
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Popular Articles

- [Zsh + Antigen + Oh my Zsh = A Beautiful, Powerful, and Robust Shell](#)
 - [Sync vs. Async vs. Concurrent vs. Parallel](#)
 - [Build and Use Go Packages as C Libraries](#)
 - [Use Go Channels as Promises and Async/Await](#)
 - [A Complete Go Development Environment With Docker and VS Code](#)
 - [Set Up a Simple Go Development Environment with Docker](#)
 - [Manage Child Goroutines Like a Boss With context.Context](#)
 - [Switch to Go Modules from Go Dep](#)
 - [Solve Readers-Writers Problem with Go in 5 Lines of Code](#)
 - [How To Install Git v2 on CentOS 7](#)
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Other Activities

- **Chairman at Game UIT (Jul 2017 - Jul 2018)**
Game UIT is one of the biggest programming clubs at my university. I organized several courses and workshops enrolled by hundreds of students in HCMC. Besides, the club built 3 teams who won 5 programming awards.
 - **Volunteering Team Leader at Students' Association (Feb - Mar 2017)**
I and my team made handmade products and sold to raise fund. We then used the fund to help people in a remote area in the middle of Vietnam.
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Education

B.Eng. in Software Engineering

*University of Information Technology - Vietnam National University HCMC,
2015 - 2020*

GPA: 8.7/10

Languages


English

Full professional working proficiency.

Vietnamese

Native speaker.

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Thanks!

Looking forward to hearing from you.

- Minh-Phuc Tran