# Nguyen The Kien

☑ kiennguyen19323@gmail.com (+84) 396 266 226 · ♠ github.com/delnegend

I consider myself beyond the junior phase but still have much to learn.

I spent most of my free time in high school teaching myself the fundamentals of computers. During my university first-year, I alternated between writing small software applications and learning the basics of algorithms. In the last two years, I have focused on creating productiongrade quality software.

Currently, I am working on building frontends and image processing, and I also have plans to delve into machine learning soon.

# **EDUCATION** University of Science and Technology of Hanoi

Hanoi, Vietnam

Bachelor's Degree

2021 - 2024

Information and Communication Technology

## TECHNICAL SKILLS

- Languages: Go, Rust, JavaScript/TypeScript, Python, Java, Kotlin, C#.
- Frameworks, libraries:
  - Gin/Echo (Go), Axum (Rust), and Express.js (Nodejs).
  - ► Jetpack Compose (Android), React, Vue, Nuxt, React Native/Expo.
  - ► SQLite, PostgreSQL, MongoDB.
- System Admin: Managing a Linux home server.
- Tools: Linux, Git/CI/CD (GitHub), Docker/Podman.

## HIGHLIGHT

## **Artefact Decoder**

Personal Project | January 2025

# **PROJECTS**

- A custom JPEG decoder built to output artifact-free images.
- Takes advantage of parallelization and SIMD intrinsics to maximize performance.
- · Works on all platforms, including on the web through WebAssembly, enabling quick evaluation in the browser.

### **Pediatric Growth Platform**

Team Project | August 2024 - present

- Linking parents, healthcare professionals, and fitness trainers to support children's growth.
- Offers health metrics from doctors, scheduling with trainers, newsfeed, and real-time messaging.
- Cutting-edge techs: Expo + React Compiler targets Android, iOS, and web.

## **Comic Media Server**

Team project | October 2023 - present

- Self-hosted comic server for publishing digital comics online, accessible on any platform via a Progressive Web App.
- Multi-user system using open standards for metadata management (ComicInfo.xml) and interoperability with 3rd-party clients (OPDS protocol).
- An algorithm to scan, detect, and differentiate files/folders between categories, series, and one-shots.
- Frontend inspired by Google's Material Design 3.