Nguyen The Kien

Portfolio: <u>delnegend.com</u>

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I'm a (fresher) software engineer advocating for the adoption of safe, modern, and fast programming languages like Rust and Go to replace C/C++, C#, Java,... in new projects where possible.

I develop and maintain various open-source projects, all available on my GitHub page and portfolio. I also served as the lead frontend engineer with a team of four engineers on a React codebase for a private contractor.

As a hobby, I maintain a Linux home server and continue to build desktop/web applications and automation tools to make my life easier.

EDUCATION University of Science and Technology of Hanoi

Hanoi, Vietnam

Bachelor's Degree | 3.0 GPA

2021 - 2024

Information and Communication Technology

TECHNICAL SKILLS

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

HIGHLIGHT PROJECTS

Artefact Decoder

artefact.delnegend.com

Creator, Maintainer

January 2025

- A JPEG decoder focused on producing artifact-free images.
- Originally written in C, I re-implemented it in Rust and optimized it using SIMD and parallel processing, resulting in nearly three times faster performance.
- I develop a progressive web application using the Nuxt (Vue) framework on top, ensuring it is accessible to everyone, including non-technical users.

Pediatric Growth Platform

kiness.vn

Lead Frontend Engineer

August 2024 - present

- A platform for connecting parents with pediatric and fitness trainers to help their children grow taller.
- The application is developed using React. I design the user experience, implement the logic, and build the CI/CD pipeline.

Comic Media Server

github.com/Liminova/yomuyume

Creator, Maintainer

October 2023 - present

- A self-hosted comic media server written in Rust that is highly optimized for performance.
- Originally came up as a group project for our university course, I'm now its sole maintainer.
- It's my motivation for learning and promoting the Rust programming language.