

Nguyen The Kien

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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 production-grade 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 Bachelor's Degree Information and Communication Technology	Hanoi, Vietnam 2021 - 2024
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TECHNICAL SKILLS	<ul style="list-style-type: none">• Languages: Go, Rust, JavaScript/TypeScript, Python, Java, Kotlin, C#.• Frameworks, libraries:<ul style="list-style-type: none">▸ 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.
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HIGHLIGHT PROJECTS	Artefact Decoder <ul style="list-style-type: none">• 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.	Personal Project January 2025
	Pediatric Growth Platform <ul style="list-style-type: none">• 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.• Experimented with cutting-edge tools: Expo/React Native, React Compiler, Tauri, PWA to achieve one-codebase, multi-platform.	Team Project August 2024 - <i>present</i>
	Comic Media Server <ul style="list-style-type: none">• 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.	Team project October 2023 - <i>present</i>