Nguyen The Kien

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I'm a fresher software engineer advocating for safe, modern programming languages like Rust and Go to replace C/C++ in new projects.

I maintain two public-source projects written in Rust and Nuxt (Vue), each with over 10k lines of code. I also work as the lead frontend engineer with an engineering team of five people for a private contractor, where I'm responsible for the frontend React codebase.

As a hobby, I maintain a home server and write desktop/web applications and automation tools in Go during my free time, all available on my GitHub page.

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 also developed a progressive web app on top of it using the Nuxt (Vue) framework, which can be used directly in the browser.

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.
- Initially, we developed the platform in Expo/React Native to target Android, iOS, and web, later we migrated to React due to technical requirements and constraints.

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.