

Harry Nguyen

+1 470-667-9000 | harrynguyengsu2662@gmail.com | linkedin.com/in/harrynguyen26 | github.com/HarryNguyen2662 |

EDUCATION

Georgia State University Bachelor of Science in Computer Science	Expected May 2027 GPA: 3.97
<ul style="list-style-type: none">Relevant Course: Data Structures & Algorithms, Object-Oriented Programming, Database Systems, Operating Systems, Software Engineering, Computer Networks, Distributed SystemsConferences and Clubs: Emerging Engineering Summit, CodePathE3, GHC Conference, O4U Digital, SHPE	

EXPERIENCE

Google Software Engineer Intern	May 2025 – August 2025
<ul style="list-style-type: none">Achieved sub-50ms p99 latency engineering IPC transport layer with Protocol Buffers across distributed services handling 10K+ requests/sec, developing deep understanding of zero-copy techniques and memory hierarchy optimization—critical for low-latency inter-service communication in distributed architecturesCut settings navigation time by 96% (1200ms to sub-50ms) implementing concurrent trie-based search, gaining hands-on experience with lock-free data structures and thread-safe algorithms—foundational skills for building high-performance distributed systemsAccelerated feature velocity by 68% architecting event-driven React system with observer pattern, learning to design loosely-coupled components that scale—principles directly applicable to microservices architectureContributed to Chromium codebase (25K+ lines) with 95% test coverage, developing skills in collaborative development at scale and understanding trade-offs in large distributed codebases	
Develop for Good Software Engineer Intern	May 2024 – August 2024
<ul style="list-style-type: none">Scaled to 500+ concurrent users architecting stateless BaaS infrastructure with distributed session management using JWT, learning horizontal scaling patterns and state partitioning—building blocks for designing fault-tolerant distributed systemsAchieved sub-100ms response times for 10,000+ records through database optimization with strategic indexing, gaining experience with query optimization and addressing N+1 query problems—critical for data-intensive distributed applicationsSlashed deployment time by 90% streamlining CI/CD pipeline with automated testing, developing understanding of deployment strategies crucial for continuous delivery in distributed environments	

CoderPush Software Engineering Intern	Sep 2023 – Dec 2023
<ul style="list-style-type: none">Improved data access by 30% optimizing DynamoDB partition key design to prevent hot partitions handling 9,000+ requests, gaining hands-on experience with distributed database patterns and eventual consistency trade-offs—essential for scalable data layersBuilt RESTful APIs with Redis distributed caching achieving 85% cache hit rate and idempotent payment APIs with exponential backoff retry, developing understanding of cache invalidation and failure handling—critical for distributed systems	

PROJECTS

TiMoto AI - AI Evaluation Platform Django, AWS ECS Fargate, gRPC, PostgreSQL, vLLM	
<ul style="list-style-type: none">Architected fault-tolerant batch evaluation pipeline with dynamic batching achieving 100% success rate across 50 motorcycles and sub-50ms p99 inference latency using gRPC inter-service communication and circuit breaker patterns, developing understanding of distributed coordination and ML serving optimization—building foundation for AI infrastructure engineeringDeployed Django backend to AWS ECS Fargate with multi-AZ configuration achieving 99.9% uptime while reducing costs 44% to \$40–60/month through infrastructure optimization and automated lifecycle management, learning cost-efficient deployment strategies and automated failover—essential for production-grade distributed systems	

Pulumi (Open Source Contributor) Go, TypeScript, Infrastructure-as-Code	
<ul style="list-style-type: none">Contributed to Pulumi (24.3k+ stars) enabling multi-cloud infrastructure management across AWS, Azure, GCP—deepening understanding of distributed resource orchestrationImplemented Go CLI features supporting multi-cloud deployments, studying distributed consensus patterns (Raft/Paxos) in state synchronization—building foundation for fault-tolerant systems	

TECHNICAL SKILLS

Languages: Python, C++, C, Go, Java, JavaScript, TypeScript, Swift, Dart, SQL, Bash
Web/Mobile Development: React, React Native, Redux, Django, Flutter, Node.js, Next.js, REST APIs, GraphQL
Databases/Infrastructure: PostgreSQL, MongoDB, DynamoDB, Redis, Snowflake, Docker, Kubernetes, AWS, Google Cloud Platform, Firebase, Supabase, Appwrite, Cloudinary, Protocol Buffers, Mojo, gRPC, OpenCV, Hive, Stripe