



Nguyen Tien Dung

Developer



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Male



Aug 01, 1995



Ha Noi, VietNam



Objective

I am a Developer with experiences in developing, testing and maintaining some C/C++, Java & Python Projects. My goal is always try the best to find all solutions until the problems are resolved in efficiency. I really want to improve my skills and make new products using my experiences.



Education

HANOI UNIVERSITY OF SCIENCE & TECHNOLOGY

Jun 2013 - Jun 2018

School of Electronics & Telecommunications

Major: Computer Engineering



Work Experiences

SAMSUNG R&D VIETNAM (SRV)

Aug 2018 - Present

Software Engineer, Cross-Platform Developer

System Anomaly Detection (February 2023 - Present): Python, ML-OPS (Machine Learning Operations)
Identify observations, events or data points that deviate from what is usual, standard or expected.

- Research and develop core-ML methodologies to solve problem
- Design and implement ML Pipeline (CI/CD), System Architecture
- Apply ML-OPS for building/developing, deploying and monitoring

Server Porting (March 2020 - Jul 2022): C/C++

Migrate 3 backend-servers which are running on Windows OS to Linux (Ubuntu OS).

These servers are serving many clients (on common platforms: Android, Embbeded-Linux, iOS, Windows, Tizen, Unix,...).

- Porting Windows code to running on Linux OS
- Maintain Dependency (<http://www.terabit.com.au/>)
- Build debian packages (with CMake), run as systemd service on Linux
- Develop new features support and compatible for IPv6

Cross-Platform Library (Jun 2019 - Feb 2020): C/C++

Develop client-sdk which is used for signaling phase of WebRTC.

- Setup and Deploy Ejabberd Server (<https://www.ejabberd.im/>)
- Develop Turn Client (regarding Google Corturn Module), following RFC 5766 and RFC 6062

Chat & Video Call App (Sep 2018 - May 2019): Java

Application using XMPP protocol for signaling of WebRTC to make a chat and video call session.

- Research and Studying about WebRTC, Smack Framework
- Develop getUserMedia, Signaling, DataChannel modules which is intergrated with WebRTC



Skills

Technical Skills C/C++ (main), Java, Python, Flutter (Dart)

Opearting Systems Linux, Android

Others Team-working, Office Basic, Git, JIRA (Agile), CICD, Docker



Awards

Best employee in the last quarter of the year

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