

Do Thien Y

Software Engineer

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🌐 Y Do 🎧 JunMaxwell



+4 Years of Experiences in software engineering, specialized in JavaScript/TypeScript Stacks and proficient in web development. Looking forward to a brighter future in tech.

SKILLS

Web Development

Proficient



JavaScript Express.js
Node.js TypeScript HTML
CSS Bootstrap

Frameworks

Good



Express.js Three.js WebGL
Babylon.js React.js
Angular.js Nest.js

Programming Languages

Proficient



JavaScript TypeScript C#

Database

Good



MongoDB SQL NoSQL
PostgreSQL

Platform

Intermediate



AWS Azure DevOps
Serverless

3D Design

Intermediate



Blender 3D WebGL Model
Canvas

Tools

VS Code IntelliJ IDEs
Blender

WORK EXPERIENCE (2)

Feb 2023 - Current

Senior Software Developer at FPT Software

Working as Fullstack developer and team lead. Proficient in both Frontend and Backend development.

- Join as Senior Software Developer on February 2023
- Leading a team of 10 developers
- Develop IoT Management system for in-house project (Oil & Gas Industry)
- Training and sharing knowledge with Business Unit
- Develop and maintain multiple web applications for clients
- Document and provide technical support for clients

May 2020 - Feb 2023

Software Engineer at Fromlabs Solution Ltd.

Working as Fullstack developer, specialized in MERN Stacks and proficiency in both Frontend and Backend development. Worked on multiple content management sites and web applications.

- Join as Internship around May 2020
- Started as Fullstack Software Engineer on August 2020
- Develop small management sites for clients, such as: Jaktent Event booking, Restaurant management, etc.
- Kickstart Our3D Space project at September 2021
- Moved to Lead Developer of Metaverse by Fromlabs on April 2022

PROJECTS (5)

In-House project (undisclosed due to NDA)

Feb 2023 - Current

MEAN Express.js Angular.js Docker MongoDB IoT Azure RabbitMQ

- Developed using MEAN Stacks
- Use Express.js for backend and communicate with MongoDB Database
- Use Angular.js for frontend and iFrame integration
- Use Socket.IO for real-time rendering between users and server
- Use RabbitMQ for message queue between microservices
- Configure and deploy using Azure DevOps

- Using Docker and Portainer for containerization and management

[Personal Project] Simple R3F Game

<https://junmaxwell.github.io/r3f-game/>

React Three Fiber ThreeJS ReactJS JavaScript

- Developed using React Three Fiber
- Use ThreeJS for 3D rendering and 3D interaction

[Personal Project] Space invaders

<https://junmaxwell.github.io/space-invader-favie/>

HTML CSS JavaScript ThreeJS Webpack

- Developed purely in HTML, CSS, and JavaScript
- Use ThreeJS for rendering but only use 2 axes for simplicity
- Use Webpack for bundling and deployment

Metaverse by Fromlabs

Oct 2021 - Feb 2023

<https://space.fromlabs.com/rooms/?room=TA-7bce80663a34e9>

WebGL React.js Metaverse JavaScript Three.js MongoDB TypeScript

- Create site using React.JS for UI
- Mix with Three.JS for 3D rendering and 3D interaction
- Express.JS for backend and communicate with MongoDB Database
- Use Socket.IO for real-time rendering between users and server
- Use WebRTC for real-time communication between users
- Blender for 3D modeling and animation
- Apply with multiple other microservices such as: Keycloak, Squidex, etc. to provide a complete solution

Indoor Drone R&D

Nov 2019 - Jun 2020

AI Drone

- Face recognition
- Automated flight

EDUCATION (1)

Bachelor Computer & Information Science at Auckland University of Technology

2016 - 2020

CERTIFICATES

Udacity - Cloud Developer Nanodegree

Udacity

<https://confirm.udacity.com/e/058af020-fb65-11ed-addf-8304bc460e72>

LANGUAGES

English

Fluent



Vietnamse

Native Speaker

