

# LE NGUYEN

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## SKILLS

**Front-end:** React JS, Gatsby JS, Vue JS, Next JS, HTML, CSS

**Back-end:** Python, Node, Bash, Ruby on rails, Django

**API:** GraphQL, REST API

**Database:** PostgreSQL, MySQL

**Cloud Computing:** AWS, Azure

**DevOps:** Jenkins, Docker

## WORK EXPERIENCE

### Tegus - Full stack developer

Nov 2022 - Feb 2024

- Enhanced user experience and data visualization by using Chart.js
- Improved app performance by using cookies, cache, and Vuex store
- Implemented GraphQL API for efficient data querying and manipulation
- Developed backfill scripts for expedited database dumps using Ruby On Rails
- Encouraged feature prioritization and on-time delivery by following agile principles

### Canalyst - Full stack developer

Mar 2022 - Nov 2022

- Developed upload and download functions for the financial analytics web portal using ReactJS and Django
- Achieved 80% unit test coverage for frontend and implemented Cypress for user experience testing
- Lead the selection and integration process of the third-party libraries
- Successfully delivered multiple proposed product features from concept to deployment based on roadmap and project requirements
- Enhanced backend type checking and updated tests with Django Stubs

### KennyDN - Contract Web Developer

2020

- Developed a headless website with a Content Management System using WordPress and GatsbyJS frontend
- Implemented Zapier-based marketing and subscription email automation for the enhanced client outreach
- Improved website's visibility by using Google Lighthouse and applying SEO strategies
- Refined project requirements by efficiently collaborating with the client
- Delivered a tailored solution in a timely manner

### WaterCube - Contract Web Developer

2019

- Managed a team of three developers delivering a custom web application for a small business used for payment statistics
- Developed React-based frontend and Python backend using Flask framework and REST API
- Deployed web app on AWS EC2 along with database backup on AWS S3
- Collaborated with stakeholders to gather requirements and iterate on features

## PERSONAL PROJECTS

### Typing Octopus

2024

- Founded a collaborative team project to develop a typing game capable of recording real-time typing speed using TypeScript and Java
- Designed and implemented features to accurately measure and display users' typing speed and accuracy

### Hackathon - Get-a-room

2019

- Revitalized the essence of 1990s Yahoo Chat rooms through a web application enabling users to engage with others in chat rooms
- Developed Socket.IO for seamless communication between various users used HTML, CSS, JavaScript to foster nostalgic conversations

### Hackathon - Spring-break

2019

- Developed a PyGame-based camping survival-style game
- Implemented Python backend to build color scheme builder based on outdoor weather using location API

## EDUCATION

BCIT - Computer Information Technology

2018-2020

