

Applicant for:

Solution Architect (Salary: Negotiable)

Dr.JOY 5 February 2021

duc nguyen van

Main interests: Bridge Engineer, Ruby on Rails

What skills, work projects or achievements make you a strong candidate for this position?

Note from ITviec: duc nguyen van skipped the cover letter.

NGUYEN VAN DUC

Personal Information

Name: Nguyen Van Duc Nationality: Viet Nam Date of Birth: 1989/08/02

Sex: male

Maritial Status: married

Contact Details

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Education

Bachelors of Mechatronics by good evaluation University of Engineering and Technology - Vietnam National University (09/2007 ~ 07/2011)

(**Still studying**) Master degree of Computer Science University of Engineering and Technology - Vietnam National University (01/2021 ~ **2022**)

Languages

English: good (Toiec 600 in 03/2014) Japanese: good (N2 in 07/2014)

Work experience

- 1. From 2012/02 until 2014/05, worked as engineer in Nissan Techno Vietnam.
 - Design ITS system for car. (ITS: https://www.nissan-global.com/EN/TECHNOLOGY/OVERVIEW/ldp.html)
- **2. From 2014/05 until 2019/07**, worked as PM, BrSE in Anlab JSC. Lived in Japane from 2015/8 until 2019/04 for business
 - Fan project (Music) (Web) (2014/05 ~ 2015/07)
 - + 50 man-month (6 developers)
 - + Env: Centos, Ruby on Rails, Oracle db, Vagrant, Redis, Sidekiq, Nginx
 - + Detail: Each of musical band registry a subdomain as a website and manage their website's layout. They also can sell CD and load their SNS activities in front-end
 - + Roles: Brse, PM, Dev leader
 - Musicbank project (Music) (Web) (2015/08 ~ 2016/09)
 - + 40 man-month (3 developers)
 - + Env: Linux, Rails, mysgl, redis, nginx
 - + Detail: Import meta data from each musical distributor (Spotify, Victor..) and convert to master format. Convert meta data from master format to distributor's format in order to send data to distributor. Manage copy rights and export JASRAC's documents per month...
 - + Roles: BrSE, PM, Dev Leader
 - Tool Control System project (Web, PC app) (2017/08 ~ 2018/08)
 - + 30 man-month (2.5 developers)
 - + Env: Window, C#, Virtual Box, Linux, mysql, php, apache, aws ec2
 - + Details: Manage CNC's tool in factory (location, status, history..)

Init local web server in local PC (Window) and connect PC to Toolbox through RS232 port. App (in PC) will redirect signal between Toolbox and local server (open box, take tool, return tool ...). Local server's database can be update to external server (ec2). So, users also can view tools's status from Internet (but can not access toolbox to open, take tool...).

+ Roles: Brse, PM, Dev leader

- Vuejs project (2018/08 ~ 2018/10)
 - + 6 man-month (2 developers)
 - + Env: S3, Lambda, Nodejs, KMS, Serverless, AWS CLI, DynamoDB
- + Detail: Make WPA for Blockchain system (Sending and receiving coin from friend). Make api through Lambda, save private key in KMS, authentication by aws cognito...
 - + Roles: PM, Dev leader
- Java projects (2019/01 ~ 2019/05)
 - + 5 man-month (1 dev)
 - + Env: Java 7, Tomcat 7, Docker, mysql, Nodejs
 - + Detail: Add EC function using Blockchain for current video EC system (https://imagelink.kyodonews.jp/global/web/01_index.html).

Using blockchain to save downloaded, opening log and make monthly bill, display history ...

- + Roles: PM (web), Dev
- Knowledge holder project (mainternance) (2014/05 ~ 2019/05)
 - + Env: C# (window app), LAMP, ec2 instance, solr search, supervisord...
- + Detail: Maintenance current system (auto upload saved file from local pc to server and indexing txt file to search), fix bug. Use current system as platform to add more function as scheduler, management machine's status...
 - + Roles: Brse, Dev lead, PM
- Others: Java Spring, Asteria, Python, crontab ...
- 3. From 2019/12 until now, worked as BrSE, Technical Architect in Vectorgroup VN.
 - iOS Game project (2020/04 ~ 2020/07):
 - + Members: 2 devs, 1 designer
 - + Env: iOS swift, Unity, C#, BabylonJS, Blender, Cinema 4D
 - + Detail: Make some games for company. Design 3D model (fbx) for Unity. Implement flash game in both Unity and BabylonJS (ad game).
 - + Roles: Brse, PM, Dev, Designer
 - Socket.io project (2020/07 ~ 2020/09)
 - + Members: 2 devs

- + Env: linux, docker, selenium, nodejs, socket.io, redis
- + Detail: User a make room and invite friend via url to do some quizzes For per quiz, user has 30 seconds to answer. system will wait both of members answered before showing next quizz.

Summary of all quiz is displayed and can be shared to sns (fb, twitter,line)

- GAS project (2020/09 ~ 2020/12)
 - + Members: 2 devs
 - + Env: js, html, GAS, clasp...
 - + Detail: Build a web to make build, order, receipt.. and send pdf file to clients using CloudSign Api. Using google acc to check permission. User also copy content from old data and edit to make new one.
 - + Roles: Brse, Technical Lead, Dev
- Phishing Mail Test project (2020/12 ~ 2021/02)
 - + Size: 3 devs
 - + Env: Ruby on Rails, sidekig, Postfix, AWS ec2, Route 53,...
 - + Detail: Build a website in order to test employee's security knowledge. A e-mail with faking from address, subject, body is sent to per employee. System will detect if email is open or clicked and report to admin and score employee. A training course is sent to employee who has low score.
 - + Roles: BrSE, Technical Lead, Dev

Skill:

- 1. Languages: English (Toeic 600, 2014)
- 2. CAD, 3D model Design: AutoCAD,NX,IDEAS ... Cinema 4D, Blender,...
- 3. MS Office(Word, Excell, Powerpoint) Google Spreadsheet
- 4. Unix command, docker, crontab, bash script
- 5. Team work
- 6. self-management.
- 7. Ruby on Rails, Java Play FrameWork、Php Laravel, Vuejs. Others: Swift, rust, python, gas, C#、visual basic, PWA, Native App... Selenium (auto test)
- 8. DataBase (Oracle, MySql, MongoDB, AWS DynamoDB, postgresql)
- 9.LAMP, Unix command, bash script, Nginx, Apache, AWS S3, Lambda, Cognito, Route 53, load balancer Virtual Box, docker machine, git, ssh, xpath
- 10. Project management (make schedule, check processing)
- 11. Technical review, research: Review code, research resolution

Skill summary link:

https://drive.google.com/file/d/1KEICQa1xqGJD4hupxy6sULJBK_WEg0xK/view?usp=sharing

Level 0 don't know (exp ~ 1 month)
1 known basic (exp 1 ~ 3 months)
2 can work with help (3 months ~ 1 year)
3 can work alone (1 ~ 3 years)
4 can support others (3 ~ 5 years)
5 master (5 years ~)

