Ta Quang Tung

SOFTWARE ENGINEER

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Education

Hanoi University of Science and Technology   *Ha Noi, Vietnam*

GIFTED STUDENT TRAINING PROGRAM (KSTN), BACHELOR OF COMPUTER SCIENCE   *August. 2015 - 2020*

- GPA: 3.51/4.0

Skills

Programming	Go, Python, C++14, Java, JavaScript, TLA+
Web	Go gRPC & gRPC Gateway, ReactJS frontend
Databases	MySQL, Memcached, Elasticsearch, Redis, etcd
Languages	Vietnamese (Mother tongue), English (Intermediate)
Other Skills	TDD, Docker, Kubernetes, LaTeX

Experience

Teko Vietnam   *Ha Noi, Vietnam*

BACKEND DEVELOPER   *Nov. 2022 - Present*

- (Key Member) Developed & Maintained User-Facing Service for Returning Product Data
- Written in Go & gRPC & gRPC Gateway
- Taken ownership since December 2023
- Highest Traffic Service of Teko ERP
- Used ElasticSearch for Complex Searching & Filtering Logics
- Developed a Sharding Mechanism for Cutting or Combining ElasticSearch Indices between Clusters without Downtime
- Migration is Online, Safe and Revertible
- Multiple Tenants can be stored & read from the same or different Elastic Clusters
- Applied Memcached with Lease for Consistent Caching to Reduce x5 Times P95 Latency (using the libraries below)
- Cache Hit Rate > 99%
- Used MySQL Database

Open Source Projects   *Ha Noi, Vietnam*

BACKEND DEVELOPER   *Dec. 2022 - Present*

- Developed a Caching Library with Strong Consistency & High Performance
- Support memcache lease for consistent caching
- Support complex batching to improve performance
- Support cache replication for high availability & easily restarting memcached instances without affecting performance
- GitHub Source: https://github.com/QuangTung97/memproxy
- GitHub Source: https://github.com/QuangTung97/go-memcache
- Applied those Libraries for two high-traffic services of Teko & VNPay

Teko Vietnam   *Ha Noi, Vietnam*

BACKEND DEVELOPER   *May. 2021 - Present*

- (Key Member) Developed & Maintaining a Notification System for OTT Messages
- Written in Python with Flask
- Used MySQL Database
- Used Google FCM

Teko Vietnam   *Ha Noi, Vietnam*

BACKEND DEVELOPER   *May. 2021 - Present*

- (Key Member) Developed & Maintaining Voucher Systems for VNPAY QR & Bank Cards
- Implemented Core Promotion Logic, Listing & Searching Vouchers & Shops
- Written in Go with gRPC & gRPC Gateway
- Used MySQL Database
- Used Elasticsearch for Searching Near By Shops & Storing Logs
- Deployed on Kubernetes with CI/CD
- Taken Ownership since July 2022

Hanoi University of Science and Technology *Ha Noi, Vietnam*

SOFTWARE DEVELOPER *January. 2020 - June. 2020*

- (Key Member) Developed a Distribution Management System
- Written in GoLang (Backend), JavaScript (Frontend)
- React / React-Router / Material-UI (Frontend)
- PostgreSQL Database
- Redis for Session Storage
- Nginx for Reverse Proxy

Hanoi University of Science and Technology *Ha Noi, Vietnam*

RESEARCHER *Aug. 2018 - Dec. 2018*

- (One Member) Developed a Simple Compiler for the Extended PL/0 Language
- Written in C++11
- Used Flex & Bison

Hanoi University of Science and Technology *Ha Noi, Vietnam*

SOFTWARE DEVELOPER *Aug. 2017 - Dec. 2017*

- (Key Member) Developed a networked multi-player game: "Chiec non ki dieu"
- Written in Java on Android platform
- Used OpenGL ES 2.x
- Used Protocol Buffer and basic TCP and UDP packages

Interests ────────────────────────────

Logic, Mathematics, Distributed Systems, Programming Languages, Functional Programming, Database Technologies