

Bryan Tran

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PROFESSIONAL SUMMARY

Experienced Software Engineer skilled in backend development, modular architecture, and cloud technologies. Proven track record in optimizing systems, modernizing legacy applications, and implementing scalable solutions. Seeking to bring technical expertise and innovative problem-solving abilities to a dynamic team.

TECHNICAL SKILLS

Languages:	Python, Java, C#, C++, JavaScript and more
Cloud Platforms:	AWS (Lambda, EC2), Docker, Kubernetes and more
Tools:	Git, GitLab CI/CD, IDA Pro, Fiddler, YAML and more
Frameworks:	Camunda, SAFe, React.js and more
Other:	Agile Methodologies, Data Structures, Machine Learning and more

EXPERIENCE

Software Engineer

Deutsche Telekom, Bonn, Germany

Oct 2023 – Present

- Modernized legacy codebase by replacing hardcoded elements with a dynamic structure, improving scalability.
- Transitioned monolithic workflows to a modular architecture using Camunda and Java.
- Developed a robust CI/CD pipeline with over 500 unit and integration tests.

CTO and Developer

Rhenus AI, Bonn, Germany

Aug 2024 – Nov 2024

- Created a service tool leveraging AWS Transcribe for call transcription and AWS Bedrock for summarizing and categorizing conversations. This tool facilitates customer communication and root cause analysis.
- Developed an AI-based offer and tender tool that analyzes, translates, and summarizes documents, generating timelines and targeted summaries for different professional groups.
- Leading the development of a tool to automatically create new tender documents from historical data, utilizing RAGs and fine-tuning for optimal accuracy.
- Prioritized GDPR compliance and data protection by aligning all services with EU standards, reinforcing client trust in data security.

Full Stack Developer

Nutrio GmbH, Hildesheim, Germany

Nov 2023 – Jan 2024

- Maintained backend and frontend systems on a C#, React.js, and MariaDB stack.
- Improved user experience and system stability, prioritizing and resolving critical issues in a Kanban environment.

Founder and Developer

HelloBryan, Bonn, Germany

Aug 2023 – Aug 2024

- Developed an AI-driven solution for SME support, leveraging AWS and dynamic web crawling for automation.
- Designed secure, scalable architectures using AWS services and implemented data processing algorithms.

Freelance Software Engineer

Remote

2016 – Oct 2023

- Specialized in C++ for game security and exploit development, employing tools like IDA Pro and Fiddler.
- Delivered custom solutions and applied Agile practices, enhancing project outcomes for clients.

Intern

T-Systems MMS, Dresden, Germany (Remote)

Aug 2021

- Learned the fundamentals of the LAMP stack, including setting up a web server and building a website with PHP and SQL backend.

- As an extracurricular project, installed Linux on a Nintendo Switch and hosted the server publicly, demonstrating a proactive approach to learning and exploring new technologies.

EDUCATION

Bachelor's Degree in Business Informatics (in progress)

Fachhochschule der Wirtschaft (FHDW) – Dual Study Program

Note: Currently considering a transition to focus fully on professional opportunities.