

# CONG NGUYEN-DUY

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## EDUCATION

<b>Ha Noi</b>	<b>Ha Noi University of Science and Technology</b>	<b>Jun 2010 – Jan 2016</b>
<ul style="list-style-type: none"><li>• <b>Major:</b> Software Engineer</li><li>• <b>Coursework:</b> Data Structure &amp; Algorithms, Operating Systems, Networking, Computer Architecture, C Programming Language, Java Programming Language, Database Management, Artificial Intelligence.</li></ul>		

## EXPERIENCE

<b>Back End Developer</b>	<b>Wasabi Corporation (Japan)</b>	<b>Jun 2018 – now</b>
<ul style="list-style-type: none"><li>• Developed new modules to connect the existing system to other external services (using <b>data scraping techniques</b> or using <b>3<sup>rd</sup> party APIs</b>)</li><li>• Deployed and configured environments for development and testing based on <b>Docker, PHP, Nginx, MySQL</b></li><li>• Investigated and fixed bugs for the current system</li></ul>		
<b>Full Stack Developer</b>	<b>Ten Games Studio (Vietnam)</b>	<b>Jun 2014 – Jun 2017</b>
<ul style="list-style-type: none"><li>• Built a game online system using the microservices architecture based on <b>Netty, Jetty, MsgPack, RabbitMQ, Redis, MySQL</b> and <b>MongoDB</b></li><li>• Built a simple ranking system based on the players' high score, using <b>GWT</b> (Google Web Toolkit) and <b>GAE</b> (Google App Engine)</li><li>• Created the game client for mobile version in Android and iOS platforms</li><li>• Supported team on using <b>Untiy</b> engine</li></ul>		
<b>Game Developer</b>	<b>SunNet ITC Solution (Vietnam)</b>	<b>Jul 2012 – Aug 2014</b>
<ul style="list-style-type: none"><li>• Developed several mobile games for Android, iOS platforms using cross frameworks <b>Cocos2d-x, LibGdx, AndEngine</b></li><li>• Developed games base on <b>physic 2D</b> (using box2d) libraries and the <b>particle effect</b></li><li>• Designed some game stories for casual games, puzzle games, ...</li></ul>		

## PERSONAL PROJECTS

<b>Full Stack Developer</b>	<b>TenIO</b>	<b>Aug 2016 – now</b>
<ul style="list-style-type: none"><li>• <b>GitHub:</b> <a href="https://github.com/congcoi123/tenio">https://github.com/congcoi123/tenio</a></li><li>• <b>Descriptions:</b> A java NIO (Non-blocking I/O) based server specifically designed for multiplayer games. This framework makes developers able to quickly create a game server or integrate it into your system.</li><li>• <b>Tech stack:</b> Netty, Apache Mina, MsgPack, Cocos2d-x, LibGdx, Git</li></ul>		
<b>Back End Developer</b>	<b>Product Management System</b>	<b>Sep 2019 – now</b>
<ul style="list-style-type: none"><li>• <b>GitHub:</b> <a href="https://github.com/congcoi123/product-order-services">https://github.com/congcoi123/product-order-services</a></li><li>• <b>Descriptions:</b> This project contains prototype modules for making a product management system based on micro-service architecture.</li><li>• <b>Tech stack:</b> spring-boot, spring-cloud, Git</li></ul>		

## SKILLS

- **Programming languages:** Java, C++, PHP, Javascript
- **Frameworks:** Cocos2d-x, LibGdx, ECCube, Phantomjs, Puppeteer
- **Tools:** Eclipse, Xcode, Visual Studio, Android Studio, Source Tree, Git
- **Languages:** Vietnamese Native, Japanese JLPT N3, English TOEIC 500