

# CONG DUY NGUYEN

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## ABOUT ME

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I give efforts every day to learn about new technical knowledge and enhance my foreign language abilities as well. Besides, scheduling detailed plans for every short-term achievement and always keeping persistent is my personal mission statement. Accordingly, to bear in mind to follow this way helps me self-research quickly and shape my problem-solving capability intensively. For my working desire, I am passionate about Java and am willing to work with this awesome technology, but I'm eager to seek other techniques or solutions which could make better products for the customer.

## EDUCATION

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<b>Hanoi (Vietnam)</b>	<b>Hanoi 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

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<b>Java Developer</b>	<b>Self-employed (Vietnam)</b>	<b>Jan 2021 - now</b>
<ul style="list-style-type: none"><li>• Practice and improve foreign language abilities every day.</li><li>• Working on Upwork.com full-time to be able to take part in various projects and shape skills.</li></ul>		
<b>Back End Developer</b>	<b>Wasabi (Japan)</b>	<b>Jun 2018 – Jan 2021</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>Freelance Developer</b>	<b>Self-employed (Vietnam)</b>	<b>Jun 2017 – Jun 2018</b>
<ul style="list-style-type: none"><li>• Researched new techniques and technologies in both front-end and back-end fields.</li><li>• Spent time developing open source projects.</li></ul>		
<b>Full-Stack Game Developer</b>	<b>Ten Games Studio (Vietnam)</b>	<b>Jun 2014 – Jun 2017</b>
<ul style="list-style-type: none"><li>• Built an online game system using the microservices architecture based on <b>Netty, Jetty, MsgPack, RabbitMQ, Redis, MySQL, and 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 the mobile version on Android and iOS platforms.</li><li>• Supported team on using the <b>Unity</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 based on physic 2D (using <b>box2d</b>) libraries and the <b>particle effect</b>.</li><li>• Designed some game stories for casual games, puzzle games, etc.</li></ul>		

## FEATURE PROJECTS

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**Back End Developer** **World Switch** **Jun 2018 – Jan 2021**

- **Responsibilities:** Took part in the back-end critical issues resolving and developing new features for the company's e-commerce system.
- **Reference:** <https://wasab.net/world-switch>
- **Descriptions:** World Switch is a centralized sales solution for sellers who are using multiple e-commerce channels with main features: purchasing management, product management, inventory management, order management.
- **Tech stack:** PHP, EC-Cube 2, MySQL, Phantomjs, Puppeteer, AWS, Smarty.

**Full-Stack Game Developer** **Gold Miner Online** **May 2015 – Jun 2017**

- **Responsibilities:** Undertook all parts of the game development including back-end development, mobile application development, database design, and server deployment.
- **Reference:** <https://www.youtube.com/watch?v=BBv5IQFHLjc>
- **Descriptions:** Gold Miner Online is the first online version of the beloved legendary game Gold Miner. The game has two modes: Online and Practice.
- **Tech stack:** Java, Netty, Jetty, MsgPack, MySQL, MongoDB, Redis, AWS, Cocos2dx.

## PERSONAL PROJECTS

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**Full-Stack Developer** **TenIO** **Aug 2016 – now**

- **GitHub:** <https://github.com/congcoi123/tenio>
- **Descriptions:** TenIO is an open-source project for making online games that includes a java NIO (Non-blocking I/O) based server specifically designed for multiplayer games and simple existing game clients for rapid development.
- **Tech stack:** Java, Netty, Jetty, MsgPack, Cocos2d-x, LibGdx, Unity, Phaser Js, Git.

**Back End Developer** **Product Management System** **Sep 2019 – now**

- **GitHub:** <https://github.com/congcoi123/product-order-services>
- **Descriptions:** This project contains prototype modules for making a product management system based on micro-service architecture.
- **Tech stack:** spring-boot, spring-cloud, Git.

## SKILLS

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- **Programming languages:** Java, C++, PHP, Javascript, C#
- **Frameworks:** Cocos2d-x, LibGdx, Unity, Phaser Js, EC-Cube 2, Phantomjs, Puppeteer
- **Tools:** Eclipse, Xcode, Docker, Visual Studio, Unity, Android Studio, Source Tree, Git
- **Languages:** Vietnamese (Native), Japanese (JLPT N3 - 2014), English (IELTS Academic 5.0 - 2020), German (GOETHE-ZERTIFIKAT A1: START DEUTSCH 1 - 2020)

## CONCERNS

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- **Frameworks:** Java EE, Jakarta EE, Laravel
- **Programming languages:** Kotlin, Python
- **Tools:** Netbean