

CONG NGUYEN-DUY

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EDUCATION

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

EXPERIENCE

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

PERSONAL PROJECTS

Full-Stack Developer	TenIO	Aug 2016 – now
<ul style="list-style-type: none">• GitHub: https://github.com/congcoi123/tenio• Descriptions: TenIO is an open-source project for making online games. It 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, MsgPack, Cocos2d-x, LibGdx, Unity, Phaserjs, Git.		
Back End Developer	Product Management System	Sep 2019 – now
<ul style="list-style-type: none">• 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

- **Programming languages:** Java, C++, PHP, Javascript, C#
- **Frameworks:** Cocos2d-x, LibGdx, Unity, Phaserjs, ECCube, Phantomjs, Puppeteer, Laravel
- **Tools:** Eclipse, Xcode, Docker, Visual Studio, Unity, Android Studio, Source Tree, Git
- **Languages:** Vietnamese (Native), Japanese (JLPT N3), English (TOEIC 500), German (A1)