Nguyen Huu Lich

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https://github.com/b0yblake http://lich.buzz

Career summary

- I have more than 5 years of experience in the web development industry, over 3 years
 of experience in web application, as leadership with extensive experience in building
 and managing high-performing, diverse, and inclusive engineering teams that develop
 and maintain large-scale internet products. Participated actively with stakeholders and
 executive teams on technology, business strategy, product roadmap, engineering and
 corporate culture, hiring, and other aspects of leadership.
- I have experience in building and growing engineering teams from the ground up, managing the teams and products. Besides, I have a good blend of technical and management skills to identify and implement process and performance improvements in teams and products.
- I have extensive knowledge of JavaScript, web and related technologies and massive experience in designing scalability, high availability and high-performance, pattern.

Work history

Web Engineer / Open source enthusiasts

June 2023 ~ so on

Relax & learn something great!

Application Engineer, CreativeForce VietNam 🖉

March 2022 to May 2023

Skill: ReactJs/ReactNative, AngularJs, Adobe Developer(ExtendScript)

Adobe application devevloper: I work with Adobe developer to solve all requirements of our application. Simplify the **AdobePhotoshop** and **PremierePro**.

- The sample views: <u>Link</u>
- Proud to work as a Silver Technology Partner with Adobe

Modern framework javascript: I had switched each other several framework to solve all requirements of customers. Focus on performance, scalable, easy maintains, & quality.

Experience with TypeScript, React/Vue, DotNet Core

- **State management**: Flux architecture, Redux(Saga/Thunk), ContextAPI, Observable concept, VueX, CompositionAPI.
- Scalable: Loose coupling high cohesion, Modular, Big-thing first.
- Quality follow: Linting/formating by Prettier + ESlint, Husky & lint staged,...
- Libraries: Material/Antd/Vuetify/Bootstrap
- **Tooling**: Git, Photoshop

Summary

- I validated customer problems, suggested the solution, and found user-focussed solutions by working directly with customers, interpreter & director.
- I tried to create perfect components, a clear HTML/CSS & follow several patterns where all particles with the right purpose were born.
- Working with teammates & follow a clear process (Agile/SCRUM) from the beginning helps me and my team figure out many-many bugs, save hours.
- Care the highly quality of code of our's application, I always bring the best solutions and how-to-optimize time of myself and the team.
- Another hand, working with mobile application <u>Link</u> I learned so many concepts and it makes me think out of the box.

Web Engineer, Hivelab .Inc 🔗

Sep 2018 to April 2021

Skill: Pure html/css/js/gulp, Jquery, Animation creator(ThreeJs), VueJS, ReactJS

Creative project. : So many skills I had learned from the beginning. It's Web accessibility, responsive website, cross-browsing, perfect pixel, mobile app(layout frontend), and many features around FE, it's so great!

- I managed the team with 5 members, we were responsible for the creative project.
- Work with animation, for me it's a challenge to smooth and control all elements work together.
- As the team leader (Not **Technical leader**), I care a lot about the performance, how the team feeling & what our team learned after projects. It's not all about technology, and it is happiness.

Fullstack developer / Staff, Bss Group Company @

Nov 2015 to July 2018

Skill: Magento/php zenframework, Wordpress, HTML5/CSS3, JavaScript, jQuery, MySQL/MySQL server, nginx/ubuntu(linux), AWS e2e, Redis cache

Magento extension & project base: Magento is a powerful online commerce platform that makes it easy for you to build a virtual storefront and sell directly to your customers.

- I had created the extension, and its have on top 3 of the best extension of the year.
- I worked with the PM & sometime with customer to understand the requirements of the project and finalize its scope.

• I played full-stack developer role in the project and joined in whole project process include designing, estimation, and implementation.

Education

Web Engineering, FPT Polytechnic

September 2013 to April 2016

- I had completed 7 semesters grade Good (7.8 point average)
- I had completed the "HocSinh360" project (It's a school system manager, written in Laravel/PHP)
- I did an internship at FPT software

Scholarships

• 2014 – I had 2 scholarships in semesters.