

Tran Thuy Nguyen | Software Engineer

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Address: Bui Van Ba, District 7, Ho Chi Minh city

Summary

I am a software engineer with four years of experience in server and application development, worked in both client and server to ensure the best network performance.

I want to apply to be a **Server Architect / Backend Developer**.

I am confident in **Java / C# / TypeScript** server development: Amazon web service, Azure, real-time data transfer, Lambda, SQS, Google cloud server with auto scaling and performance in mind.

I have worked with large-scale **Unity** projects / universal server support for games using **HTML5 / .Js / .IO** systems, with experiences developing client application for server interaction.

I worked with **multi-platform** system: Linux / Ubuntu / Android / IOS, with a background of **both Coding and System designing**

Skills

- Typescript, C#, Java, JS
- Azure, AWS, Digital Ocean
- Kubernetes, Playfab
- Spring Boot (REST / Protobuf)
- Data stream optimization
- Maven, Tomcat, MySQL, SQL Server, PostgreSQL, Oracle, Dynamo, Cosmos
- Service Bus, Redis
- CSS, HTML
- DDOS protection
- Unity

Work History

SOFTWARE DEVELOPER – FPT Software

September 2018 – June 2019

- **Smart Device embedded .NET:** Building embedded software for home smart devices that can automatically do tasks through voice control.
- **Spring Boot Java Server:** Develop human resources management system “Red gate” for the company.

WEB DEVELOPER – Starboard Asia, Ho Chi Minh city

August 2019 – June 2020

- **Flash to Java:** Translate a fully working system from Flash to Spring Java, manage a **Cloud Server** when working with the project.
- **Oracle to Posgre SQL:** SQL queries that only works with Oracle, to work with Posgre. Handling SQL rewrite and optimize based on new structure and customer demand.
- **Spring Boot Java Server:** MVC structured, Restful annotation-based java system. Active real-time chat/data stream system to manage automatic employee tracking website.

UNITY DEVELOPER– Independent

June 2020 – December 2020

- Create multiple Animated Sprites and meshes from Dragonbones. originally created from Clip studio Paint.
- Create prototypes of famous games like: Plant vs zombie / ping pong/ space shooter,... with critical features included using **C#**.
- I have experience using **Cocos (Javascript)**, but the tool is not my strong point.
- Developed using **Unity2D**, multi platform supported.
- **Planning** multi mechanic and core gameplay for next project.

GAME DESIGNER– Head Capital

April 2021 –July 2021

- Design open-world market game for the company using OLA currency as an NFT trading environment.
- Work for casual/hypercasual games.
- Intended for large quantity of customer from existing market.

SERVER DEVELOPER– GNT / SKYDOS

September 2021 – March 2022

- Develop **Real-Time** game server: SkyDOS - Live MMORPG.
- multi platform server, can be deployed on Linux / Ubuntu and Window.
- Develop **Crypto** game server with Amazon Web Service.
- Create **AWS** logic structure / Lamda services for casual games.
- Intended for large quantity of customer from existing market with secure system.

SERVER DEVELOPER– VNG CORPORATION

April 2022 – September 2022

- Develop **Metaverse** Game Platform with great scale.
- Using **Playfab** and **kubernetes** as scalable, powerful server system as backbone
- Future Market / NFT support with it's own economic

SOLUTION DEVELOPER– Rnd4u / PriceFX

January 2023 – September 2023

- Developing dynamic price calculation logic for large commerce system
- Maintaining and upgrading server logics using **C# and Java**
- Setting environments for SAP E-Commerce project

Qualifications

FPTU GRADUATION CERTIFICATE – SOFTWARE ENGINEER

(completed June 2019)

IELTS CERTIFICATE – 6.5

(completed July 2018)

ENGLISH SPEAKING CERTIFICATE – INTERMEDIATE

(completed July 2016)

Interests

In my spare time I enjoy games and comic. I have international discord channel which connect people from all over the world.

I like to meet new people especially with gaming habit.

I can draw comic and do illustration, so far with series of web comics from various online games.