

DUC MINH NGUYEN

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PROFESSIONAL SUMMARY

A soon-to-be software developer and devops engineer pursuing a Master's in Information Systems, currently interested in Infrastructure and Software Engineering. I specialize in building scalable APIs, optimizing web performance, and recently diving into cloud and DevOps. I abide myself by the rule that engineers must possess a thirst for knowledge that knows no limit, driving me to grow constantly.

SKILLS

Technical Skills	Python, Java, Go, HTML, SQL, REST API , Git, Advanced Database, AWS
Frameworks/Technologies	React, Kubernetes, Docker, Jenkins, Grafana, Terraform, Helm
Soft Skills	Adaptability , Problem Solving, Communication, Self-starter, Collaboration

EXPERIENCE

Software Engineer - Weallnet Feb 2024 - Aug 2024

- Achieved **80% user engagement growth** by enhancing website interactivity with .NET MVC and KnockoutJS.
- Led a team of three to successfully migrate .NET MVC to Next.js, improving Lighthouse scores from **40 to 80**.
- Built **Golang microservices APIs** for authentication, highlighed in role-based authentication, email verification.
- Conducted **code reviews**, pull requests, deployed to Gitlab CI/CD pipelines, debugging deployment issues.

Software Developer Intern - Eco Giong Aug 2021 - Sep 2021

- Reduced workload by **20%** for coffee franchiser by developing React applications for internal systems.
- Streamlined manual processes by replacing handwritten customer orders with automated digital workflows.
- Improved order accuracy by **99%** and service speed by **50%** through a QR-code tracking solutions.

PROJECTS

CI/CD Pipeline with Kubernetes HA & Monitoring. Engineered a high-availability CI/CD pipeline with Kubernetes, Jenkins scripted and declarative pipelines, and Terraform. Automated IaC on Linux-based infrastructure, integrated SonarQube for static analysis, and deployed real-time monitoring with Prometheus, Grafana, and Alertmanager. Streamlined Docker deployments, enhancing system reliability and DevOps efficiency.

Authentication System API. Developed a robust Go authentication service with secure user registration, login, password hashing, JWT-based access, Clean Architecture, Redis Caching, and Bloom filters, with future plans for email services and scheduled data cleanup.

Exploding Kitten Game. Designed and implemented a real-time multiplayer online game using ReactJS, Context State Management, and WebSockets Socket.io to handle game logic, replicating the Exploding Kittens board game.

EDUCATION

Master in Information Systems, Northeastern University — **cGPA: 4.0/4.0** Sep 2024 - Expected 2026

Honours Bachelor of Computer Science, Wilfrid Laurier University Jan 2020 - Dec 2023
Concentrate in Big Data Systems Concentration, Minor in User Experience

CERTIFICATES

- Completed [Oracle Database 19c: Advanced SQL](#) Earned [Microsoft SQL Server Essential Training](#) in Nov 2024.

EXTRACURRICULAR ACTIVITIES

- Vice President of Hardware for Wilfrid Laurier Robotics Club.
- President of high school Physics and Robotics Club.
- Ambassador for [Young Change Makers Vietnam](#), promoting youth innovation in 2017.