



# DAO LAM

SENIOR SOFTWARE DEVELOPER

## CAREER POINT OF VIEW

Applying IT effectively into management processes, increasing added values and reducing costs for entrepreneurs.

## ACHIEVEMENTS

- Honor student of University of Information Technology from 2009 to 2012.
- Graduated at University of Information Technology with the highest score (9.12/10) in 2013.
- Bachelor of Software Engineer in 2013.
- Microsoft Certified Solutions Developer in 2018.

## CONTACT DETAILS

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Email: daolavi@gmail.com  
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Address: 53 Nguyen Son Street, Tan Phu District, HCMC, Viet Nam

## CAREER SUMMARY

### SOFTWARE DEVELOPER

#### VNG Corporation | 2011 - 2013

- Worked in Game Industry by using high technology in 3D Game development to build a social game.
- Played a role as server-side and client-side developer to deliver quality game features to end-users.

### ASSISTANT LECTURER/ RESEARCHER

#### University of Information Technology | 2013 - 2015

- Worked in academy as an assistant lecturer, guided student fundamental IT courses.
- Researched about recommendation system.

### SENIOR SOFTWARE DEVELOPER

#### Australia Tech Startup | 2014 - 2015

- Worked as a senior software developer with .Net technology to build platform for tracking orders, shipments, tickets from eCommerce stores.

### SENIOR SOFTWARE DEVELOPER

#### Augen VietNam CO LTD | 2015 - 2018

- Worked deeply with .Net technology to deliver quality projects to customers, provided solutions based on web, mobile to help customers applying into their businesses.

## SKILLS

- DotNet Technology: C#, Asp.net MVC, WCF, .Net core, Entity Framework.
- Database: MSSQL, T-SQL, SSRS, MongoDB.
- ServiceBus: Kafka, NServiceBus.
- Web Development: CSS, Bootstrap, JQuery, VueJs, KnockoutJs, AngularJs, ChartJs.
- Mobile Development: Unity, Xamarin.
- Development Process: Agile/Scrum.
- Source Control: Git, SVN.

## REFERENCES

### Tam Ho

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## PROJECTS DETAILS

### 1. SOCIAL MMORPG 3D GAME

**Skills: Unity3D Engine, C#, .Net, MSSQL, MongoDB, Network Programing.**

- It was a large project, about 30 people including designer, developers, artists, testers working together to build a social MMORPG 3D game. We had a desire to build the cutting-edge game where user can interact each others in 3D enviroment.
- I cooperated with team in more than 2 years to research and develop our system, and also deliver quality game features to end-users.

### 2. FPS 3D CROSS-PLATFORM GAME

**Skills: Unity3D Engine, C#, .Net, Mobile App Publishing, Payment Integration.**

- It has being be a cross-platform game and available now on Play Store and App Store with very high download traffic everyday.
- I spent several months to join with team to build framework and integration payment with the third-party including Google, Apple and Telcos.

### 3. RECOMMENDATION SYSTEM

**Skills: Recommendation system, Java.**

- I cooperated with my colleagues in academy to research and publish paper about recommendation system. We proposed a new method used for collaboration recommendation in the academic domain. The proposed method was based on combination of probability theory and graph theory for modeling and analyzing co-author network.
- For visualizing the graph, I took a responsibility to build a back-end for modeling and building the metrics in co-author network.

### 4. TRACKING ORDERS, SHIPMENTS, TICKETS PLATFORM

**Skills: Asp.net Web API, Entity Frameowork, MSSQL, Javascript, CSS, Bootstrap.**

- I spent over than 1 years to work for an Australia Tech Startup where I lead a group of people to build a platform for tracking orders, shipments, tickets.
- I took responsibilities to build infrastructure to synchronize data between our platform and third- party eCommerce Stores including Magento, Channel Advisor, eBay.

### 5. BILLING SYSTEM

**Skills: Asp.net Web API, Entity Framework, MSSQL, NServiceBus, Windows Service, AngularJs, CSS, Bootstrap.**

- I had a chance to enrich more features for billing system for IT infrastructure service within several months. This system had multiple components, each components owned separated tasks for collecting users's data and communicated each others via NServiceBus.
- As a part of project, my duties were to add more components to collect more kind of users's data and then build invoices based on collected data.



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### 6. SURVEY PLATFORM

**Skills: Asp.net Web API, Entity Framework, MSSQL, VueJs, ChartJs, CSS, Bootstrap, Unit test.**

- It was an online survey platform based on web. Users could input their information via very interactive forms to help the survey platform collecting their data.
- As a part of project, my main tasks were to develop features for collecting users's survey information, build charts, generate reports to visualize data.

### 7. TIMESHEET MANAGEMENT

**Skills: Asp.net Web Api, Entity Framework, MSSQL, Reporting Service, KnockoutJs, VueJs, CSS, Bootstrap, Unit test.**

- It took me several months to add invoicing features and maintain web-based application. The application has been including features: tracking employees's timesheet, managing projects/phases, handling budget, estimating costs and exporting invoices for charging customers.
- I spent several months to maintain the application and build invoicing features.

### 8. ENTERPRISE SERVICE BUS

**Skills: Asp.net Web Api, WCF, Entity Framework, MSSQL, Reporting Service, Kafka, Windows Service, Unit test.**

- The purpose of project was to replace an existing ESB architecture with a new solution to improve control on the message flow.
- I cooperated with team to implement solution based on micro-services architecture. The solution gave our customers visibility of current status or bottlenecks within their system with regards to messages and their flow.

### 9. CROSS PLATFORM MOBILE APP

**Skills: Xamarin Forms.**

- Our customer wanted a couple of mobile applications (Android, iOS) for handling their business. These applications gave them huge benefit: easier to use, more accurate, faster for staff and customers, improved productivity.
- I took responsibilities for building the applications. With my experiences about cross platform mobile development, I ended up with using Xamarin Forms to make the applications. I had a chance to work deeply with Xamarin Forms and finished them in Interactive Phase of this project.