Hoang Dam, Senior Software Engineer

Dinh Cong Hoang Mai HN, Ha Noi, Vietnam, 0975439250, damthuhoang38it@gmail.com

LINKS <u>LinkedIn</u>, <u>My Portfolio</u>

PROFILE

Experienced Senior Software Engineer with over decade in software development, specializing in the .NET ecosystem, cloud architecture, and front-end technologies. Skilled in leading development teams and working with international clients (Vietnam, Malaysia, Singapore, Australia, USA). Proven ability to deliver scalable, maintainable, and high-performance software solutions in Agile environments.

EMPLOYMENT HISTORY

Oct 2022 — Present

Full Stack Engineer, FPT Da Nang

Da Nang City, Vietnam

- Worked as senior backend developer in the IPTS project, a microservices-based platform using
 .NET Web API, Entity Framework, Azure SQL, Azure API Management, Azure Functions,
 Azure Blob Storage, and Azure Service Bus.
- Led the "VII" project utilizing .NET Core 6, GraphQL (HotChocolate), AWS Lambda, AWS S3, PostgreSQL, and Angular frontend deployed to S3 and CloudFront.
- Led the "Legal Register" monolithic project using **Web API**, Dapper, Azure AD, SQL, and **Angular**; deployed via **Azure App Service** with CI/CD using **Azure Pipelines**.
- Worked as Tech lead in the "ISG" project for Dell USA, managing a team of 7 members under Agile methodology. The tech stack included ASP.NET MVC, Azure App Service, Azure Pipeline, Azure SQL, and a frontend built with jQuery and Sync fusion controls.
- Mentored team members and worked closely with clients to meet requirements.

Nov 2021 — Sep 2022

Senior Backend Engineer, Success Software Services

Ho Chi Minh City, Vietnam

- Built event-driven backend services for a cloud-based image processing platform, handling large 360-degree images up to 4K resolution.
- Developed **Azure Functions** to automatically process image uploads to **Azure Blob Storage**: split and resize images into 2K, Full HD, and 1K versions, and save each size in separate Blob Storage containers.
- Managed image metadata with Azure Cosmos DB for fast, reliable access.
- · Optimized backend pipeline to handle large files with high throughput.
- Designed and implemented frontend features using React, Redux, and Semantic UI.
- **Achievement:** Delivered a robust, automated solution that supported high-volume image processing, improved performance, and reduced manual effort for client operations.

Aug 2020 — Oct 2021

Senior Software Engineer, CMC Global Company Limited.

Hanoi, Hanoi, Vietnam

- Senior full-stack developer on multiple projects for Australian clients.
- Wealthor2 project: Developed a flexible reporting system using JSReport as a front-end JavaScript developer.
- Built user interfaces with **React**, **Redux Toolkit**, **Material UI**, and **SCSS** in collaboration with the Australian team.
- Aurecon project: Team leader for a web application built with React, Recoil, React Query, .NET Web API, Entity Framework, Azure App Service, and Azure SQL.
- Developed backend services with Node.js, Express, Sequelize, and Postgres for specific project modules.
- **Released** all assigned projects successfully and received recognition from leadership for teamwork and project delivery.

Oct 2017 — Jun 2020

Senior Software Engineer, PETRONAS Digital Sdn Bhd

Kuala Lumpur, Federal Territory of Kuala Lumpur, Malaysia

- Full-stack engineer on enterprise projects.
- Daily Reporting System: Built a reporting system from scratch using AngularJS, Kendo UI, CSS, Web API, Entity Framework, and SQL Server; managed complex UI with many charts and received positive feedback from management.
- My Assurance project: Led a team of 5 within a larger group (~40 developers); delivered a major "App Tool" module using **Angular**, **Material UI**, **SCSS**, **Web API**, **Entity Framework**, **CQRS**, and **SQL Server**.

Oct 2015 — Oct 2017

Software Engineer, FPT Software

Hanoi, Hanoi, Vietnam

- Full-stack developer on a CRM project for a Singapore client.
- Developed the JAP module, handling complex business workflows using HTML, CSS, jQuery, MVC, Entity Framework, and SQL Server.
- Designed and maintained a reporting system with SSIS (ETL) and SSRS (report generation).
- Improved data processing and delivered challenging features on time.

Sep 2014 — Sep 2015

Senior Software Engineer, Game Insight Studio

Hanoi, Hanoi, Vietnam

- Backend engineer for a casino game server using .NET and a dedicated Photon Server.
- Developed backend services for real-time gameplay and high concurrency.
- Contributed to game client development with Unity3D engine and contributed to the creation and release of several 2D games on the Apple Store.
- Supported a successful launch with over 10,000 active users daily.

Jul 2008 — Aug 2014

Software Developer, FPT Software

Ha Noi

- Developed desktop applications using WCF, WPF, and MVVM Architecture Pattern.
- Implemented data warehouse systems for GSO department using SQL, SSIS, SSRS, and SSAS.
- Led a small development team to deliver new features using SQL, SSIS, SSRS.
- Migrated Android applications to Windows Phone for Vietnam Airlines utilizing Windows Phone SDK and Android SDK.

EDUCATION

Jan 2003 — Jan 2008

Engineer's degree in Information Technology, Ha Noi Open University

CSKILLS

C#	Expert	.NET	Expert
Web API	Expert	MVC Framework	Expert
Entity framework	Expert	SQL	Expert
Azure	Experienced	Experienced AWS	
HTML & CSS	Experienced	Experienced JavaScript	
Angular	Expert	React	Experienced
AngularJS	Experienced	TypeScript	Experienced
JavaScript	Expert	Expert Vue JS	
GitHub	Expert	Git flow	Experienced
PostgreSQL	Experienced	MongoDB	Experienced
Docker	Experienced	Kubernetes	Knowledge
RabbitMQ	Experienced	Kafka	Knowledge
Nodejs	Experienced	Next JS	Experienced
Python	Knowledge	Golang	Knowledge
Unity3D	Experienced	Cocos2D	Knowledge

	Mentor Junior Communication Skills	Experienced Experienced	Presentation Ability to Work Under Pressure	Experienced Experienced
LANGUAGES	English	Professionals In Working		
HOBBIES	Badminton, Self Learn	ning, Travel		

C

Lead Team

Knowledge

Experienced

C++

Satisfy Customer

Knowledge

Experienced