**Nam Nguyen**

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Github:      [https://github.com/nhnam](https://www.google.com/url?q=https://github.com/nhnam&sa=D&ust=1591983616561000)

**EDUCATION**

        Bachelor’s in software engineering

        (University of Sciences HCMC - Vietnam National University)

**Profile Summary:**

* It has been more than 10 years I’ve been working full-time in the Software Industry. More than 3 years leading different teams including UI/UX, Backend, Mobile.
* Proficient in both Objective-C and Swift. Keen to build strong, stable, flexible and scalable architecture.
* A key contributor as the Lead iOS developer at RingMD bringing online healthcare to the masses. Prior, Senior Software Engineer at VNG Corporation which is the top Internet company in Vietnam.
* From Nov 2018, I started working as Senior Software Engineer at igloo Insure Tech (formerly Axinan  Pte. Ltd.) , a Singapore-based full-stack Insur-Tech firm that enables smart, digital insurance for the Internet economy. We leverage big data, real-time risk assessment and automated claims management to create seamless, lightweight and easily integrable insurance solutions covering millions of customers of Southeast Asia’s leading online platforms.

**Work Experience:**

**Axinan Pte, Ltd. Singapore based Insur-Tech**

**(Nov 2018 - Present)**

**Senior Software Engineer**

* I joined Axinan because as the 24th employee (now we have more than 50, and open more offices in 4 countries).
* My responsibility is to build the iOS App and consults my VP of Engineering to set up the infrastructure of the mobile apps, including Auto Release, CI/CD scripts.
* The most interesting part is coding the whole new Mobile Vision Module for the iOS app, which has been used later for all apps.
* That module, combined with other backend modules, helps the company to gain a Patent ( 10201811665Q, Issued Mar 30, 2020). It’s really cool.
* I’ve learned a lot from our Front End Developers about Javascript, NodeJS, and their dependencies.

Responsibilities:

* Consultant to CTO and VP of Engineering.
* Develop company's Mobile InsureTech Platform.
* Setup and maintain the company's Mobile development infrastructure.
* Coding, Reviewing, Building, Testing Deliver, and monitoring the company's mobile apps.
* Involved into Web development with the company's Auto Claim Web Portal. ( RedDoorz Claim Portal ).
* Managing/Solving Delivery's obstacles such as Apple Review, Apple Legal Concerns.
* Researching and Building/ Deliver Company SDK/CV Modules ( Detecting Pattern via Front Camera, igloo SDK for Mobile).

Technologies using:

* Objective-C/C++, Swift, RxSwift, Java for Android, Python.
* React Native with Redux, react-navigation, React Hooks,
* Web: ReactJS with Material UI kit.

New achievements:

* Learned more about Javascript, its pros and cons.
* With lots of the team, we built the company’s first Mobile app using React Native/ Objective-C++, C++, Python.
* I also got a chance to be involved in Web Development with my first Reddoorz Claim Portal, using React.
* Working with OpenCV has always been my interest.

**RMD Operations Pte Ltd. Singapore TeleHealthcare Startup**

**(Feb 2015 - Oct 2016, Nov 2017 - Oct 2018)**

**Senior Software Engineer/ Lead iOS Engineer**

* I joined RingMD to help the firm to launch the TeleHealthCare Services on iOS. RingMD’s HQ is located in Singapore so I relocated to Singapore and worked there for almost 2 years. Going overseas, building the app from scratch, taking and managing the iOS teams and reporting to our CTO.
* For the last 4 years, I am still the #1 contributor for RingMD iOS app.

Responsibility:

* + Take responsibility from start to finish.
  + Review and fix critical issues.
  + Monitoring and analysing the performance for every phase.
  + Design, implement, and maintain the Core Platform for iOS.
  + Hiring and training iOS team.

Technique using:

* WebRTC, Socket.IO, MVVM, Protocol Oriented Programming.

Languages:

* Swift, Objective-C, Javascript, NodeJS.

**VNG Corporation. Vietnam**

**(Mar 2014 - Jan 2015)**

**Senior Software Engineer/ Lead Mobile Engineer**

I got the invitation to join Vietnamese biggest Tech Giant VNG and worked in the Game R&D Department. We learned to grow together. We created a very successful game iCa - Ban Ca Online, a multiple real time shooting game. I took responsibility for leading the Mobile platform with Android, iOS and Windows Phone. I also created some training Game Foody Yum for new members.

Responsibility:

        - Research and Design architect to build the core game for iOS, Android, Windows.

        - Testing games and analysing the performance for every phase.

        - Review and fix critical issues.

Technique using:

* Google Protocol Buffer, Cocos2d-x

Languages:

* Objective-C, Javascript, Java Android SDK, Google Protocol Buffer, C++

**Digital Minds S.A. Portugal**

**(Jun 2013 -Mar 2014)**

**Senior Software Engineer/ Project Manager**

This is my first startup company which had only 4 members. We got appreciation for receiving projects from European companies. Unfortunately, we only ran the firm in less than a year before some internal issues made us broken.

Accomplished Projects:

* Mad Chickens
* Feeble Jumper
* Alarm Clock
* What’s The Pics Nature

Responsibility:

* + Collect requirements, analyse and estimate.
  + Collaborate with cross-functional teams to define, design, and ship new features.
  + Review and fix critical issues.

Technique using:

* CocoaTouch Framework

Languages:

* Objective-C, C++

**Tech Propulsion Labs. US International Consultant**

**(Aug 2012 - Jun 2013)**

**IOS Mobile Engineer**

iOS takes my watch at the first application I made. I made a hard choice that was leaving GNT then joining Tech Propulsion Labs, which changed the name to Free Arranged Technologies at the moment. At Tech Propulsion Labs, I had changes to work with big scaled iOS apps which support users globally. I earned a lot of experiences about CoreData, JSON, Streaming, Caching, Memory Management on iOS. I also worked with a UK Business team who required a very high quality final result.

Accomplished Projects

* Spark Mobile. Social Network on Mobile
* Xinema
* TPL Travel
* Varsity Camp

Technique using:

* CocoaTouch Framework

Languages:

* Objective-C, C++

**GNT Inc. Japan Game, Products, Services Group**

**(Mar 2011 - Aug 2012)**

**Software Engineer/ Sub Leader**

* I joined GNT as my first company and worked in BlackBerry Applications Team. I’d learned from my senior colleagues about RESTFul Services, Streaming Audio and Video, Design Database for Mobile, Asynchronous, Synchronous and Multiple Threads. We together made apps for Japanese market and got appreciation. I was promoted to a higher position to support new members along with taking full responsibility on the BlackBerry Team.
* I also learned and made my very first iOS applications here, which liked creating a very famous card game in Japan: Sexy Police and Ghost Ayakashi.

Accomplished Projects:

* Mobion Music for BlackBerry. A multimedia player project with social network mobion.com
* Mobion Share. A multi-platform chat project with social network mobion.com
* Mobion Core SDK for BlackBerry
* Sexy Polices
* Ghost Ayakashi

Technique using:

* CocoaTouch, BlackBerry SDK

Languages:

* Obj-C, Java

**SELF-EDUCATION:**

**Node JS Advanced Concepts**

Instructor: Stephen Grider, Engineering Architect.

Certification URL: https://www.udemy.com/certificate/UC-6BRLBONV

Certification Serial Number: UC-6BRLBONV

**The Complete React Native and Redux Course.**

Instructor: Stephen Grider, Engineering Architect.

Certification URL: https://www.udemy.com/certificate/UC-WI0QEV3N

Certification Serial Number: UC-WI0QEV3N

**Node with React: Full stack Web Development.**

Instructor: Stephen Grider, Engineering Architect.

Certification URL: https://www.udemy.com/certificate/UC-DQN1L0C3

Certification Serial Number: UC-DQN1L0C3

**Fundamentals of Data Mining.**

Instructor: Tech Lab.

Certification URL: https://www.udemy.com/certificate/UC-OSZYBLO1

Certification Serial Number: UC-OSZYBLO1

**Leadership Success Masterclass with Marshall Goldsmith**

Instructor: Marshall Goldsmith.

Certification URL: https://www.udemy.com/certificate/UC-1KU5QWVI

Certification Serial Number: UC-1KU5QWVI

I believe that a Developer/Engineer’s responsibility is not only coding, but also solving problems. I keep updating myself by learning new technologies in various fields of Software Engineering, keep reading and learning from my organization and many books. By doing that, I always get the best suitable solutions, and also have deeper understanding while working with different people in companies such as the Business team, UI/UX, Backend. The ultimate goal is higher productivity and quality.