

Triet Ngo Phu Hoang

Pécs, Hungary • hoangtrietdev@gmail.com • +(36) 707876691 • linkedin.com/in/triet-ngo-phu-hoang
github.com/hoangtrietdev • triet-portfolio.vercel.app

Software Engineer with 5+ years of experience in full-stack development. Increased pipeline efficiency by 300% and saved \$5000/month in API costs. Proficient in JavaScript, AWS, and Microservices, specializing in AI/ML and cloud solutions.

WORK EXPERIENCE

Software Engineer- Technical Architect ONE Tech Stop Viet Nam	Jul 2024 - Jul 2025 Da Nang, Vietnam
<ul style="list-style-type: none">Architected the company's Design System; established Git strategy, release, and hotfix workflows.Migrated testing to Playwright/Vitest, reducing pipeline duration by 3x compared to Cypress.Integrated SonarCloud and Dependabot, achieving >90% test coverage and eliminating 100% of critical security issues.Received an Outstanding Performance Review for contributions.	
Software Engineer mesoneer	Apr 2023 - Jul 2024 Ho Chi Minh, Vietnam
<ul style="list-style-type: none">Reduced API latency by 90% by refactoring core logic and optimizing query planners with strategic indexing (200k users).Orchestrated Docker implementation, optimizing deployment processes and boosting efficiency by 40%.Restructured legacy codebase (Blaze template to React components), reducing website loading time by 30%.	
Software Engineer Atherlabs - Sipher	Jan 2022 - Feb 2023 Ho Chi Minh, Vietnam
<ul style="list-style-type: none">Implemented cron jobs to collect and store blockchain data in the data lake, reducing release time by 30%.Created AWS Lambda functions to stream data from DynamoDB to OpenSearch, improving search functionality by 20% and saving more than 5000 USD monthly for queries.	
Tool and Game Engineer Gear Game - Riot Games Extension team	Apr 2020 - Jan 2022 Da Nang, Vietnam
<ul style="list-style-type: none">Developed a critical migration script to resolve data integrity issues for 1 million global accounts affected by network latency.Built an internal Game Data Version Control system that replaced legacy Excel workflows, resulting in a 30% increase in release speed and successful scale-out to 10+ teams.Coordinated large-scale code merges (>40,000 files) across global teams for Legends of Runeterra (Riot Games).	

SKILLS

Languages & Frameworks: JavaScript/TypeScript, React.js, Next.js, Node.js, Nest.js, Python, C#, Microservices, REST APIs, Express, MySQL, MongoDB, DynamoDB, AWS (Solutions Architect - Associate), Docker, CI/CD, Playwright, Vitest, SonarCloud, Trivy

Specializations: AI/ML, LLVM, Parallel Computing, Generative AI (Azure, Groq), VR/AR, Web3

PROJECTS

Study Overseas Roadmap ↗	Aug 2025 - Present
<ul style="list-style-type: none">Architected a full-stack guidance platform using Next.js, TypeScript, Supabase, and Groq AI APIImplemented interactive ReactFlow visualization and Google OAuth for a bilingual user base, increasing 20% users' positive feedback.	

EDUCATION

Master of Technology - Software Engineering and Digital Transformation ESIGELEC	Feb 2026 - Present
MSc in Computer Science and Engineering University of Pécs	Sep 2025 - Feb 2026 GPA: 4.5/5
<ul style="list-style-type: none">Presenter & Author 21st Miklos Ivanyi International PhD and DLA Symposium Pécs, Hungary (Oct 2025)<ul style="list-style-type: none">Paper (No. 64): Trustworthy Parallelization Recommendations Through Multi-Layer ValidationGrant Recipient: UP FEIT Scholarship for Scientific and Art Projects University of Pécs (2025)<ul style="list-style-type: none">Project 1 (Lead): LLVM Analyzer with LLM (Robert Bosch TMDK Scholarship Winner) - LinkProject 2 (Lead): Healthcare Application with VR and AR - Link	
Bachelor in Computer Science and Engineering University of Da Nang, VNUK	Sep 2016 - Apr 2021 GPA: 3.38/4

LANGUAGES

Vietnamese (Native proficiency) • English - IELTS Academic (6.5) (Full professional proficiency)

CERTIFICATIONS

AWS: Solutions Architect - Associate ↗ by AWS

Microsoft: Develop Generative AI solutions with Azure OpenAI Service ↗ by Microsoft

Azure AI Fundamentals ↗ by Microsoft