# **Triet Ngo Phu Hoang**

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## **WORK EXPERIENCE**

# **Software Engineer- Technical Architect**

Jul 2024 - Present

**ONE Tech Stop Viet Nam** 

Da Nang, Vietnam

- Designed and maintained the overall architecture of the company's Design System project codebase.
- Migrated the testing system to Playwright and Vitest, resulting in a threefold reduction in test pipeline duration compared to Cypress.
- Set up SonarCloud integration for the project, enabling automated pull request analysis and contributing to an increase in test coverage to
  over 90%.
- Authored technical documentation for the project, including Git strategy, release and hotfix workflows, and technical proposals for integrating third-party tools.
- Implemented Dependabot to track vulnerable packages and adopted Google's distroless images, eliminating 100% of critical and high-severity security issues.
- Established a team competency matrix and guided team members with learning resources to support teammates' professional development.
- Optimized React code with Yup and React Hook Form, utilizing React DevTools to decrease re-renders and loading times by 20%.
- Received an outstanding review during the probation period.

Software Engineer Mar 2024 - Mar 2025

Freelance VNUK Remote

- Built core APIs for the university from scratch and reduced data retrieval time by 30%.
- Led system design and product delivery planning, increased the project completion rate by 40%.
- Optimizing image assets and implementing lazy loading techniques reduced the website's loading time by 50%.
- Mentored a team of three and improved team productivity by 50%.

Software Engineer Apr 2023 - Jul 2024

orchestrated Docker implementation, optimizing deployment processes and boosting efficiency by 40%.

- Restructured legacy codebase from Blaze template into React components, reducing website loading time by 30%.
- Streamlined cron job code, decreasing system runtime by 20% for 200,000 users.
- Spearheaded the adoption of a new framework, enhancing development speed by 50%.
- · Applied Distroless images and Trivy scan, and upgraded to Node.js 20.14 to fix all security issues of 40 repositories.

Software Engineer Jan 2022 - Feb 2023

Atherlabs - Sipher

Ho Chi Minh, Vietnam

Ho Chi Minh, Vietnam

- Engineered a template repository and UI library with optimized configurations, reducing setup time by 35%.
- 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%.
- Reduced third-party API costs by 25%, saving \$5000 annually.

Tool and Game Engineer Apr 2020 - Jan 2022

## Gear Game - Riot Games Extension team

Da Nang, Vietnam

- Maintained and developed new features for Legends of Runeterra across multiple major events, including Empires of the Ascended,
   Legends of Runeterra Anniversary, Dark Horizon, Sentinels of Light, and Beyond the Bandlewood.
- Write a migration script that affects over 1 million users while having a bug with generating event quests for low-latency users.
- Recognized with an Outstanding performance review for contributions during the development cycle.
- Acted as the second key member in the team responsible for releasing features and coordinating large-scale code merges across
  global teams, handling over 40,000 files per merge.
- Contributed to developing a dynamic protocol structure tool, increasing UI generation efficiency.
- Developed an internal tool to reduce the Game Design team's workload by saving 10 hours per week.

## **SKILLS**

**Technical skills:** Reactjs, Nextjs, Node.js, Nestjs, MySQL, MongoDB, Dynamodb, Microservices, Express, HTTP, JavaScript, JSON, REST, Rest API, REST APIs, Scalable, Web Development, Cloud Architecture, Backend, Best Practices, DevOps Practices, Programming **Soft skills:** Communication Skills, Team working, Negotiate, Leadership, Mentoring, Coaching, Collaborative, Strategy, Tuning

## **PROJECTS**

## Study Overseas Roadmap 🗹

Aug 2025 - Present

- Engineered a study abroad guidance platform using Next.js, TypeScript, and Supabase, integrating Groq Al API for real-time chatbot assistance across 8 roadmap stages with bilingual support (English/Vietnamese) and achieving 99.9% uptime
- Architected an interactive progress tracking system with ReactFlow visualization, developing custom React hooks for state management that synchronizes user progress across cloud/local storage, enabling 100% data persistence for 40+ actionable steps
- **Designed** responsive UX with Tailwind CSS and React Query, **implementing** Google OAuth authentication and real-time chat interface, **delivering** <2s page load times and mobile-responsive design for cross-platform accessibility

## **EDUCATION**

**MSc in Computer Science Engineering** 

Aug 2025 - Sep 2027

University of Pécs

## **Bachelor in Computer Science and Engineering**

Sep 2016 - Apr 2021 GPA: 3.38/4

University of Da Nang, VNUK

- Received maximum GPA (4.0) in key areas: Software Project Management, Networking and Concurrency, 3D Programming, Software Development Best Practices, and Graduation Project - RESEARCH AND DEVELOP AN AUGMENTED REALITY BOOK
- Worked as a teaching assistant during the course and received praise exceeding 80% from students. Served
- · As a cloud ambassador, and organized many workshops to share information about AWS cloud services.

## **LANGUAGES**

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

## **CERTIFICATIONS**

AWS: Solutions Architect - Associate 🗹 by AWS

**Technology Architect**  ☑ by **AWS** 

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

Azure AI Fundamentals ☑ by Microsoft Cloud Ambassador ☑ by AWS-Education