

Long Pham Viet



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Summary

10+ years experiences in IT industry. Mainly as backend developer. Open mind and commit worker.
Good at Golang, Java. Also can get-the-job-done with Frontend / Mobile too.
Loyal and familiar with pressure.

Experience



Back End Developer

KoinWorks

Apr 2022 - Apr 2023 (1 year 1 month)

Remote contract for an Indonesia fintech company

www.koinworks.com

Responsibilities:

- Develop / maintain multiple micro-services features
- Code review
- Design and write code (mostly RestAPI, gRPC and some scripting)

Projects:

- Koinworks
- + <https://play.google.com/store/apps/details?id=com.koinworks.app&hl=en&gl=US>
- + Techstacks: Golang, PostgreSQL, Redis, Kafka



Back End Developer

One Mount

Jun 2019 - Mar 2022 (2 years 10 months)

Vietnam Fintech company (formerly VinID)

www.onemount.com

Responsibilities:

- Develop and maintain multiple backend services.
- Test & Optimize bottleneck problems
- Code review
- Database design

Techstacks: Golang, Java, MySQL, GCP, Redis

Projects:

- VinID e-wallet
- + <https://play.google.com/store/apps/details?id=com.vingroup.vinid&hl=en&gl=US>
- VinID Integration Hub
- + <https://developers.vinid.net/>

- VinShop - 1Seal mobile app
+ <https://play.google.com/store/apps/details?id=com.vingroup.oneseal&hl=en&gl=US>



Senior Developer

Fujitech.JSC

Nov 2017 - Jan 2019 (1 year 3 months)

Japanese publisher and outsourcing company

www.fujitechjsc.com

Responsibilities:

- Maintain and develop new features for existing payment gate
- Website and mobile app development

Techstacks: Java, React Native, PHP



Co-Founder

YCTech

Feb 2016 - Dec 2017 (1 year 11 months)



Senior Engineer

EGAME

Nov 2015 - May 2016 (7 months)



Senior Engineer

Clamp Games

Oct 2014 - Oct 2015 (1 year 1 month)



Game Developer

EMOBI GAMES

Jun 2014 - Nov 2014 (6 months)



Member

Peanut Games

Oct 2013 - Apr 2014 (7 months)

<https://ictnews.vietnamnet.vn/game-viet-bombi-saga-doat-giai-thuong-1-ty-dong-tu-microsoft-g5399.html>



Game Developer

Jupitech

Oct 2013 - Nov 2013 (2 months)

Short contract as game developer.

Daily jobs to design and develop building simulator via Unity3D



Game Designer

Gameloft

Mar 2012 - Aug 2013 (1 year 6 months)

As a member of the game design team and under the responsibility of the Lead Game Designer as well as Producer, be in charge of the design of top quality mobile games for international markets.

The daily missions include:

- Study and master original designs of a wide range of game genres;
- Creatively modify, adapt or produce gameplay contents, concepts, level layouts and designs;
- Under producer's coordination, work with artists and programmers to make sure that the creative vision is fulfilled.
- Fix bugs.
- Re-design some pattern in game.



Mobile game tester

Gameloft

Jul 2011 - Mar 2012 (9 months)



Developer Trainee

SSV Tech (Công ty cổ phần công nghệ Sức Sống Việt)

Jan 2011 - May 2011 (5 months)

Education



Aptech Computer Education

Higher Diploma, Computer Software Engineering

2010 - 2013

Skills

Go (Programming Language) • SQL • Kubernetes • Continuous Integration and Continuous Delivery (CI/CD) • Java • PHP • Redis • Apache Kafka • API Development