

## SKILLS

**Languages:** C, C++, Rust, Typescript, Java, Kotlin, SQL / Qt, React, Svelte, NestJS, Flutter, WebGPU, OpenGL  
**Tools & OS:** NodeJS, Docker, nginx, Redis, Linux, Android, iOS, AWS, GCP, Unreal Engine

## EXPERIENCE

- Onsite Leader** *NTQ Japan* (Gifu) **2022/08 - Present**
- Built complex and performant embedded applications
- Engineering Manager** *GoodCreate* (Kagawa) **2020/07 - 2022/07**
- Communicated with end clients to build responsive feature-rich EC websites, cross platform mobile applications
  - In charge of engineering productivity. Conducted NodeJS, Flutter, iOS training activity
- C++ Programmer** *FPT Software* (Hanoi) **2016/04 - 2018/03**
- Developed performant and feature-rich embedded applications
- Game Programmer** *Gameloft* (Hanoi) **2014/03 - 2016/03**
- Developed, and optimized games for low-end mobile devices using C++, OpenGL
  - Contributed in: Order and Chaos 2, Brothers in Arms 3, Ice Age Adventure, and many other games

## NOTABLE PROJECTS

- Hi-ABT** *Linux, Android, μITRON, Java, C, C++, TCP, Serial* **2022/08 - Present**
- Built software system to manage bus fare, with remote software update mechanics
  - Handled complex communications between many embedded devices of 3 types, using TCP, Serial, HTTPS
  - Customized Android OS boot procedure, applied various fixes and maintained system stability
- Poker Simulator** *Rust, WASM, Svelte* **2023/11 - 2023/12**
- Built a tool to calculate winning odds in a poker game **fast**. Try it [live](#)
- Rubik & Dragon** *Rust, WebGPU* **2023/11 - 2024/02**
- Built complex animated scene using WebGPU. See more: [github/hucancode/rubik](#) and [dragon](#)
- Toxy** *Flutter, NextJS, NestJS, Google Cloud, Fastlane, Github Actions* **2021/08 - 2022/07**
- Collect requirements, design and built a location-based coupon offering app with Flutter, NextJS, NestJS
  - Optimized 40% server cost by migrating to Cloud Run. Built a fully automated CI pipeline with Fastlane
  - Utilized caching/UI hydration mechanic, resulting in highly snappy UX after first load
- AtCreator** *Laravel, Fastlane, React Native, XCode CLI* **2020/07 - 2022/07**
- Developed an app making system using ReactNative, allowing users to build and publish custom Android/iOS application with no technical prerequisite. Similar to Wix, but for mobile application
  - Developed an automated app building system, using Fastlane, NodeJS, XCode CLI
- HKMC** *Qt, Linux, Coverity, IVI, Embedded* **2017/02 - 2017/11**
- Built media playing application for automotive in-vehicle infotainment (IVI) system using Qt
  - Implemented lazy loading mechanic, optimized to handling thousands of songs with small memory footprint
  - Fixed memory leaks, reduced object copy, optimized system performance. Utilized Coverity for static analysis
- NSP64Bit** *C++, Migration, Static Analysis* **2016/04 - 2017/01**
- Worked with C++, memory management, 64bit coding patterns in a large code base with 2M LOC
  - Developed a static analyzer to help cutting about 90% of human effort. Analyzed C++ code content, process structured content with Regular Expression

## EDUCATION &amp; CERTIFICATIONS

- Incentive Prize, Professional Division** *National Olympiad of Informatics* **2012**
- University of Technology and Education** *BSc Software Engineering* **2014**
- C & C++ Certified Professional Programmer** *C++ Institute* **2023**
- Certified Solution Architect Associate** *Amazon Web Services* **2024**