Bang Nguyen Huu
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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**
- Migrated 2M lines of code in C++ from 32bit to 64bit environment
- Built a RegExp-based static analyzer for C++ source code, automated about 90% of human effort

EDUCATION & 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**