Bang Nguyen Huu

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Objective

Problem solver with an instinct for design who plans to use these qualities in a front-end developer role.

Skills

Programming: C++, GLSL, HLSL, Javascript, Typescript, HTML, CSS, Dart. Linux (Debian, Arch, RHEL, Google Cloud), Android, iOS. NextJS, ReactJS, Svelte, ThreeJS, TailwindCSS, NestJS, Strapi, Flutter, Unreal Engine
Languages: Japanese (N2/Business), English (TOEIC 945/Business)
Education: Bachelor of Software Engineering, Hung Yen University of Technology and Education

Experience

GoodCreate | Engineering Manager | Kagawa   *July 2020 – July 2022*

- Built fast and responsive web/applications using Swift, Kotlin, Flutter, Wordpress, React, Next.js
- Built robust and scalable backend service with Google Cloud, Docker
- Trained 2 designers HTML/CSS; trained 2 developers React, Flutter reducing outsourcing cost to nearly zero

FPT Software | Software Engineer | Hanoi   *June 2016 – June 2018*

- Led a team of 5 migrating 2 millions lines of C++ source code from 32bit to 64bit
- Built high performance media playing application for automotive devices using Qt

Gameloft | Game Engineer | Hanoi   *March 2014 – March 2016, July 2018 – November 2018*

- Built high performance games with OpenGL/Unity targeting mobile devices
- Optimized complex games to run on low-end mobile devices

Projects

Toxy / Engineering Manager / GoodCreate   *July 2021 – July 2022*

- Built an app offering coupons based on user's location. Powered by a scalable backend server with NestJS, can handle 100k+ monthly active users with 70,000JPY budget in theory
- Reduce potential server cost by designing Microservice architecture and utilizing cloud service. Estimated saving at about 40% compared to legacy method
- Utilized API caching/UI hydration mechanic, resulting in highly responsive app with virtually zero loading UX after first initial load
- Built a fully automated CI pipeline with Fastlane and Github Actions

AtCreator / Engineering Manager / GoodCreate   *July 2020 – July 2022*

- Managed an app making system, allowing users to build custom Android/iOS application with no technical prerequisite
- Maintained an automated app building system, using Laravel, Fastlane, Nodejs, XCode
- Built highly customizable React Native applications, offering 9 different themes with feature set suitable for various kind of application: restaurant, apparel shop, hotel, taxi services, and more

HKMC / C++ Engineer / FPT Software   *December 2016 – June 2017*

- Built media playing application for automotive devices using Qt
- Implemented lazy loading mechanic, handling thousands of song with small memory footprint
- Experienced with large C++ code base; utilized Coverity for static analysis

NSP64Bit / C++ Engineer / FPT Software   *June 2016 – November 2016*

- Experienced in C++, memory management, 64bit coding patterns

- ◦ Experienced with large C++ code base with 2 millions line of code
- ◦ Solo developed a static analyzer to help cutting about 90% of manual effort
  - · Analyze C++ code content, process structured content with Regular Expression
  - · Automate code migration process, export report for manual review

Mobile Games / Game Engineer / Gameloft   *March 2014 – November 2018*

- ◦ Experienced in C++, OpenGL, GLSL, HLSL, Android NDK, Box2D
- ◦ Familiar with performance analyzing and tuning technique
- ◦ Experienced in working with large and complex C++ project and build system
- ◦ Contributed in: Order and Chaos 2, Brothers in Arms 3, Ice Age Adventure, Shark Dash and some other games