Bang Nguyen Huu

Japan, Gifu Prefecture, Gifu City | hucancode@gmail.com | https://hucanco.de

Objective

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

Skills

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

Experience

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

- Built fast and responsive web/mobile applications using Swift, Kotlin, Flutter, Wordpress, Node.js, 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*

- Finished Gameloft AI Contest 2013 at quarter final
- Built high performance games with OpenGL/Unity targeting mobile devices
- Optimized complex games to run on low-end mobile devices

Projects

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

- Built a coupon app which offer great coupons based on user's location
- Built a scalable backend server with NestJS, MySQL database, which 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 40% compared to legacy method
- Utilized API caching/UI hydration mechanic, which result 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   *July 2020 – July 2022*
Engineering Manager / GoodCreate

- Managed an mobile app making system, allowing users to build custom Android/iOS application with zero technical knowledge

- Provide a fully automated app building pipeline. Built with Laravel, AWS RDS, S3, EC2, Azure (MacOS VM)
- Built highly customizable React Native applications, offers 9 different themes with feature set suitable for various kind of application: restaurant, apparel shop, hotel, taxi services, and more.

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

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

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

Led a team of 5 migrating large C++ code base

- Experienced in C++, memory management, 64bit coding patterns
- Solo built a static analyze tool to help solving problems which cutting about 90% of manual effort
  - Analyze C++ code content, matching and process structured text content with Regular Expression
  - Automate migration process, export report for manual review

Mobile Games   *March 2014 – March 2016, July 2018 – November 2018*
Game Programmer / Gameloft

In charged of game optimization and graphics programming for mobile devices

- 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