

Bang Nguyen Huu

Gifu, Japan • hucancode@gmail.com • hucanco.de

TECHNICAL SKILLS

Programming Languages: Rust, C++, GLSL, HLSL, Typescript, CSS, Java, Kotlin, SQL

Frameworks: OpenGL, nginx, React, Vue, Svelte, ThreeJS, Tailwind, NestJS, Strapi, Flutter, MySQL, WebGPU

OS: Windows, Mac, Linux (Debian, Arch, RHEL), Android, iOS

Languages: Vietnamese (Native), Japanese (JLPT N2), English (TOEIC 945)

CERTIFICATIONS

Incentive Prize, Professional Division • *National Olympiad of Informatics*

2012

C++ Certified Professional Programmer • *C++ Institute*

2023

EXPERIENCE

System Engineer

Aug. 2022 - Present

NTQ Japan

Gifu, Japan

- Taken part in software requirements hearing, bidding, proposal activities
- Built complex and performant embedded applications used in buses and trains

Engineering Manager

July 2020 - Aug. 2022

GoodCreate

Kagawa, Japan

- Communicated with clients to build responsive rich-featured EC websites
- Built full-featured performant cross platform mobile applications and web backend written using Flutter, NodeJS, nginx

C++ Engineer

May 2019 - July 2019

FPT Software

Hanoi, Vietnam

- Developed performant and feature-rich embedded applications

Game Programmer

Mar. 2014 - Mar. 2016, Apr. - Nov. 2018

Gameloft HAN

Hanoi, Vietnam

- Developed, and optimized games for low-end mobile devices using C++, OpenGL, Android NDK, Unity3D, with large code base and complex build system
- Contributed in: Order and Chaos 2, Brothers in Arms 3, Ice Age Adventure, Shark Dash and many other games

PROJECTS

Hi-ABT • *Linux, Android, Java, C++, TCP/IP, Serial*

July 2022 - Present

- Worked with bare metal devices, handled low-level signals
- Built software system to manage bus fare. Worked with Java, C++, embedded devices
- Implemented remotely controlled software update mechanics
- Handled TCP, socket communications, REST API. Handled complex communications between many devices using various connection strategies, including LAN, serial, LTE
- Maintained a customized Android OS. Tweaked system boot procedure. Customized stock applications. Performed various fixes and maintained system stability

Toxy • *Flutter, NextJS, NestJS, Google Cloud, Fastlane, Github Actions*

Aug. 2021 - July 2022

- Built an app offering coupons based on user's location. Powered by a scalable backend server with NestJS, built to handle 50K/100K active users with 70K ¥ /100K ¥ monthly budget
- Reduce potential server cost by designing Microservice architecture and utilizing Docker and Cloud Run. 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 • Laravel, Fastlane, React Native, XCode CLI

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
- Support HTTPS with both manual and automatic methods

HKMC • Qt, Linux, IVI, Embedded

Feb. 2017 - Nov. 2017

- Built media playing application for automotive in-vehicle infotainment (IVI) system using Qt
- Implemented lazy loading mechanic, handling thousands of song with small memory footprint
- Worked with large C++ code base. Utilized Coverity for static analysis

NSP64Bit • C++, Migration, String Matching

Apr. 2016 - Jan. 2017

- Worked with C++, memory management, 64bit coding patterns
- Worked with large C++ code base with 2 millions line of code
- Solo developed a static analyzer to help cutting about 90% of manual effort. Analyzed C++ code content, process structured content with Regular Expression

EDUCATION**Mizuno School of Foreign Language***Japanese*

Chiba, Japan

*Apr. 2018 - Apr. 2019***Hung Yen University of Technology and Education***BSc Software Engineering*

Hung Yen, Vietnam

Sep. 2010 - June 2014