

Bang Nguyen Huu

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I am a problem solver with strong passion to build performant and aesthetically pleasing applications

Skills

Programming: Rust, C++, GLSL, HLSL, Javascript, Typescript, HTML, CSS, Java, Kotlin// Linux (Debian, Arch, RHEL, Google Cloud), Android, iOS// NextJS, React, Vue, Svelte, ThreeJS, Tailwind, NestJS, Strapi, Flutter
Languages: Japanese (N2 / Business level), English (TOEIC 945 / Business level)

Certifications

Incentive Prize Professional Division National Olympiad of Informatics	2012
C++ Certified Professional Programmer C++ Institute	2023

Projects

Hi-ABT | System Engineer | NTQ Japan 2022 – 2024

- Built software system to manage bus fare. Worked with Java, C++, embedded devices
- 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

Export Inventory Manager | System Engineer | NTQ Japan 2023 – 2023

- Developed an inventory managing application using Vue 2, NodeJS
- Worked closely with a Django back end team

Toxy | Engineering Manager | GoodCreate 2021 – 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 70,000JPY/10,000JPY monthly budget
- Reduce potential server cost by designing Microservice architecture and utilizing Docker and 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 2020 – 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 2017 – 2017

- Built media playing application for automotive devices 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++ Engineer | FPT Software 2016 – 2016

- 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

Mobile Games | Game Engineer | Gameloft 2014 – 2016

- Worked with C++, OpenGL, GLSL, HLSL, Android NDK, Box2D, Unity3D
- Analyzed, optimized complex games to run on low-end mobile devices
- Worked 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 many other games

Educations

BSc Software Engineering | Hung Yen University of Technology and Education 2010 – 2014