

# HUNG NGUYEN

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## EDUCATION

<b>B.S. in Information Technology, GPA: 3.85</b>	<b>Northeastern University, Boston, MA</b>	<b>May 2020</b>
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## SKILLS

<b>Languages:</b> TypeScript, JavaScript, Python, C++, Java	<b>Web APIs:</b> RESTful, GraphQL
<b>Practices:</b> DDD, CI/CD, TDD, Containerization, Microservices, Serverless	<b>Databases:</b> ORM libraries, SQL, NoSQL
<b>Back-end:</b> NodeJS, Flask/Django	<b>Front-end:</b> React, Redux, HTML, CSS, SCSS

## PROFESSIONAL EXPERIENCE

<b>Software Engineer Co-op</b>	<b>Airfox, Boston, MA</b>	<b>Jun 2020 - Present</b>
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Technology used: TypeScript with Node, PostgresDB, Unit Testing with Chai, Kafka, CI with Bitbucket

- Integrated QR payment controller with a new solution partner's API to support both P2P and POS payment
- Transformed domain transaction processing mechanism from unit-of-work to finite-state machine to better support both synchronous and asynchronous payment providers
- Designed and implemented a scalable mechanism to support business's analytics tracking need for users' login and registration using state pattern

<b>Web Developer</b>	<b>Scout Studio, NEU</b>	<b>Jan 2020 - April 2020</b>
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Utilized JAM stack: GatsbyJS with GraphQL, Takeshape headless CMS, HTML, CSS, and CI/CD with Github, Netlify

- Revamped a Wordpress marketing website for a non-profit organization
- Collaborated in an agile environment with a team of graphic designers and developers

<b>Research Lab Developer</b>	<b>Choice and Thought Lab, NEU</b>	<b>Nov 2019 - April 2020</b>
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Leveraged knowledge of: Python, Django, Websocket, Heroku CI/CD

- Developed new features for interactive web turn-based games helping collecting players' behavioral data for researches
- Set up a development pipeline and deployed games to a hundred of concurrent users at a time

<b>Desktop Engineer Co-op</b>	<b>TripAdvisor, Needham, MA</b>	<b>Jan 2019 - July 2019</b>
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Technology used: JavaScript, Google Admin API, ReactJS, MongoDB, CD on local Kubernetes, shell scripting

- Designed and built a CRUD web application for managers to keep track of team members' monthly performance
- Built a dashboard on Grafana to monitor inventory of software licenses used throughout enterprise
- Resolved domain account and email issues for users using Active Directory and PowerShell scripting

## RELATED COMMUNITY EXPERIENCE

<b>YHack</b>	<b>Yale University, New Haven, CT</b>	<b>Oct 2019</b>
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Technology used: Google Cloud's Natural Language API, Tweeter API, ReactJS, Firebase

- Developed and demoed a web app analyzing public negative sentiment indicating potential user complaints, thereafter, identifying critical brand problems

<b>Hacktoberfest</b>	<b>Online</b>	<b>Oct 2019</b>
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- Raised and fixed multiple responsiveness issues of web-based version of Opencast, an open-source video management used popularly among universities offering MOOCs

## INDEPENDENT PROJECTS (please access [hungapp.github.io](https://hungapp.github.io) for additional projects' details)

<b>Serverless Image Library App</b>	<b>May 2020</b>
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Technology used: AWS (CloudFormation using Serverless framework, Lambda, DynamoDB, S3, SNS, API Gateway), Authentication with Auth0

- Refactored a monolith to a serverless application enabling logged-in users to store & organize images in albums

<b>Microservice Social Network</b>	<b>Aug 2019</b>
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Technology used: ReactJS with Hooks and ContextAPI, GraphQL on Node server, MongoDB, Microservices using Hexagonal Architecture, CI/CD with TravisCI and AWS (EKS, Secrets Manager), Monitoring with Elastic Search & Kibana

- Built and deployed a social network SPA with user authentication, newsfeed and personal profile functionality on AWS K8s cluster integrated a complete automatic CI/CD pipeline

<b>E-Commerce Progressive Web App</b>	<b>May 2019</b>
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Technology used: ReactJS, Hooks, Redux-Saga, Redux-Persist, Code-Splitting, Lazy-loading, ServiceWorker, ExpressJS, Firestore

- Developed an e-commerce clothing PWA integrated with payment processing