HUY TRONG NGUYEN
Lead Data Engineer – Data Analytics

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Passionate about implementing effective data solutions that will help businesses gain access to reliable and quality data to make better informed decisions

Work History

Lead Data Engineer – Data Analytics 09/2018 – 11/2022
VNG Corporation

- Leading, architecting, designing and building Game Market Science, the next generation of analytic solutions from scratch to galvanize digitalization in VNGGames.
- Build an internal tool to manage client account, track transaction log and provide an auto approval workflow with liveness detection on web for trueID
- Manage and coach the Team members and participate into their performance appraisal

Solution Architect 02/2018 – 09/2018
FPT Software

- Provide technical leadership to project team and members
- Decide on what technical architecture should be implemented
- Accountable for the technical integrity of the architecture/design
- Prepare architecture documentation as required

Lead Full-Stack Engineer 02/2017 – 02/2018
Sentifi

- Leading, architecting, designing and building Sentifi Data Management, an internal tool provides the solution to manage Sentifi data (topics, events, profiles, keywords), help other teams can audit data easily and quickly as well as statistics and analytics data.

Senior Software Engineer 05/2013 – 02/2017
KMS Technology

- Take an accountability on Expense Manager, an enterprise application provides the solution to manage the spend data, matches it to the appropriate recipient, ensures the record is accurate and complete before it's reported.
- Build a visualization dashboard for spend compliance product activities with Expense Fields Management, Expense Form Design, File Layouts Management
- Provide a Compliance Reports with custom criteria and various reporting templates
- Participate in identifying and refining User Stories
- Work as part of a focused squad team using Scrum

Senior Software Engineer 07/2012 – 05/2013
VNG Corporation

- Provide a set of APIs which enable front-end developers to integrate with the SGN
- Build a web portal for end-users to view game, characters, items, maps, quests, guild and NPC information

Software Engineer 10/2011 – 07/2012
GNT

- Provide a solution to integrate with GREE Platform, deNA Mobage Platform and Mixi Platform for payment in SPG Mobion Card Game
- Provide a set of APIs and web portal which enable third-party developers to integrate with the Mobion Ecosystem.

Professor 08/2009 – 10/2011
Hoa Sen University

Software Engineer 08/2008 – 07/2009
Kobekara

- Take an accountability on Hikari no Kaikei, an accounting web application to Akebono company

Skills

Technical Skills	
ECMAScript, TypeScript, jQuery, ExtJS, AngularJS, Angular, ReactJS, VueJS	●●●●●
CSS, SASS, Bootstrap	●●●●●
Source Control (Git, SVN)	●●●●●
Java 8, Spring, Spring Boot	●●●●○
Scala, Spark	●●●●○
Database (SQL Server, Oracle, MySQL, PosgreSQL, Cassandra, Elasticsearch)	●●●●○
C#, ASP.NET Core	●●●○○
Python	●●○○○
Methodology Skills	
Agile, Scrum	●●●●○
Waterfall	●●○○○
Soft Skills	
Problem Solving	●●●●○
Making Decision	●●●●○
Time Management	●●●●○
Leadership	●●●●○
Negotiation	●●●●○
Critical Thinking	●●●○○
Presentation	●●●○○
Communication	●●●○○
Industry & Domain Expertise	
Gaming	●●●●○
Marketing	●●●○○
Healthcare	●●●○○
Finance	●●○○○
E-Commerce	●●○○○

Education

2008
Bachelor of Mathematics and Information Technology,
Ho Chi Minh City University of Pedagogy, Vietnam

Achievements

2020
- Host the sharing session The Art of Data Pipelines in VNG

2018
- Host the sharing session Elasticsearch in VNG

2018
- Host the sharing session RxJS in FSOFT

2017
- Host the sharing session ReactJS and D3 in Sentifi

2015
- Speaker in KMS Techcon 2015 with topic ReactJS
- Host the sharing session AngularJS 1.x reloaded in KMS

2010
- Host the seminar ASP.NET MVC in Hoa Sen University