

Lavantien

Software Engineer — AI/LLM, Agentic Workflows, Distributed Systems

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Technical Profile

Seasoned Software Engineer with 7 YoE architecting and implementing distributed/AI systems. Proven track record in delivering complex business solutions. Believer in Apache 2.0 and MIT licenses. Always on top of bleeding-edge research and papers.

Core Competencies

- **AI/LLM:** Pydantic/Lang*/SmolAgents, RAG/GraphRAG, Knowledge Graph, Agentic Pipelines, LLM Evals, Swarm Intelligence.
- **Backend:** C, Go, Python, REST APIs, WebSocket, GRPC, GraphQL, NATS, Postgres, MongoDB, SQLite, Qdrant, FalkorDB.
- **Systems:** Distributed Systems, Edge Computing, Modular Monolith, Fault-Tolerance, Cache/Rate-Limit/Load-Balance.
- **Operations:** Aider, OpenRouter, Playright, Docker/Podman, Compose, CI/CD Pipelines, Ansible, Grafana Stack, AWS/GCP.

Professional Experience

Technical Consultant — LLM Tournament, Dotfiles, Agentic Workflows, Custom APIs — (*Cariyaputta*) 11/2022–Present

- Designed and developed a portable real-time LLM evaluation platform with great support for prompt engineering.
- Developed RAG/GraphRAG pipelines for document processing and monorepo ingestion.
- Created specific tools like concurrent scraping and full-text search, Google Takeout to PDF, or Go/Python custom APIs, etc.
- Designed and implemented a comprehensive Dotfiles system and optimized developer experience with Linux and Neovim.

Software Engineer (L5) — Order Processing and Payment Platform — (*Confidential Employer*) 10/2021–11/2022

- Led migration of the Order-Task-Delivery pipeline from Java/PostgreSQL monolith to Go/MongoDB microservices on GCP.
- Developed order processing system in Go, handling 500K+ daily transactions involving collaboration with third-party APIs.
- Optimized MongoDB aggregation pipelines, reducing query times by 50% and improving daily transaction throughput by 20%.
- Mentored junior colleagues and wrote extensive technical and operational documentation.

Systems Engineer (III) — Site Monitoring LoRa Mesh, Colorado ETC — (*Confidential Employer*) 04/2020–09/2021

- Architected distributed edge computing systems using Go and EdgeX, designed finite-state machines for data processing pipelines.
- Migrated Java monolith to cloud-native microservices on AWS.
- Implemented IoT device communication and observability layers with MQTT, Telegraf, and Grafana Stack.

Fullstack Engineer (II) — White-label Exchange, Generic Trading Platform — (*Confidential Employer*) 10/2018–03/2020

- Modernized legacy JavaEE platform to modern Spring Boot/Go/Angular TS stack.
- Implemented seamless wallet and fraud detection systems for financial transactions.
- Developed real-time HTML canvas games and trading APIs with WebSocket integration.

Embedded Engineer (I) — Micromouse Tunnel-Explorer, Lidar Field-Mapping — (*Confidential Employer*) 08/2016–09/2018

Game Developer (Intern) — Generic Mobile MOBA — (*Confidential Employer*) 03/2016–07/2016

Core Projects

LLM Tournament Platform (Go/Python/WebSockets) [🔗 lavantien/llm-tournament](https://github.com/lavantien/llm-tournament)

- Real-time evaluation system for benchmarking LLM performance.
- Modular architecture supporting multiple evaluation profiles, model sets, and prompt suites.
- Integrated dynamic prompt management with Markdown support and minimalist evaluation flow.
- Statistical analysis and auto-grading with the multi-tier evaluation system.

Enterprise Dotfiles (Linux/Neovim/Lua) [🔗 lavantien/dotfiles](https://github.com/lavantien/dotfiles)

- Standardized development environment across multiple organizations and platforms.
- Integrated 150+ plugins, language servers, and linters with automated updates.
- Cross-platform support for Linux/Windows development environments.

Education & Community

Computer Engineering, Focus: Robotics and Agentic Systems — UIT, Vietnam National University. 20xx–20xx

Anarchist SWE Open Library — Curator & Composer & Maintainer — [🔗 lavantien/modern-swe-library](https://github.com/lavantien/modern-swe-library) 2023–2024

UIT Sumo Robot League — 1st Place, Undefeated. 2017

ACM-ICPC Regional — The earliest team to solve the first problem. 2016

UIT Social Volunteering Team — Technical Leader: Conduct game development and robotics workshops. 20xx–20xx

Interests

AGI/ASI Alignment, Game Theory, Consciousness (Emergence Mechanisms), Anthropology, Linguistics, Philosophy, Spirituality.