

Backend Experience: 7 years , **Specialization:** Backend & Open-source , **English:** Bilingual

| | | |
|--------------------|--|--|
| Languages: | Go , Rust , Lua , C , | JavaScript , HTML , CSS , Java 21 |
| Databases: | PostgreSQL , MongoDB , | Memcached , InfluxDB , Milvus |
| Protocols: | GRPC , UDP , HTTP , OpenAPI , | GraphQL , Kafka , WebSockets , MQTT |
| Platforms: | Linux , GitHub CI , Docker Compose , | Kubernetes , Terraform , GCP , AWS |
| Frameworks: | Gin , Node.js , React , Next.js , | Flutter , Prometheus , Grafana , Figma |
| Domains: | Edge Computing , Cryptography , | Healthcare , Commerce , Logistics , Digital Bank |
| Qualities: | Strong Work Ethic , High Code Output , Goal Oriented , Careful Reviewer/Documentor | |
| Dislike: | Management , Gambling , Media , Property , Advertisement , Blockchain/DeGameFi/NFT | |

Career Summary

| | | | |
|-------------------------------------|-----------------------------|----------------------|-------------------|
| Lua Developer, | My GitHub, | Personal Projects, | 08/2015 - Current |
| Remote Backend Engineer, | NTQ Solution, | Dropezy, | 01/2022 - 10/2022 |
| Remote Backend Engineer, | MonsterPixel, | Ackio Mesh, | 08/2021 - 12/2021 |
| Remote Backend Developer, | GadGame, | Galaxy Fortunes, | 04/2021 - 08/2021 |
| Remote Backend Developer, | Analytical Autoradiography, | teleDrCare, | 01/2021 - 05/2021 |
| Backend Engineer, | FPT Software, | Halliburton Baroid, | 07/2020 - 12/2020 |
| Backend Engineer, | FPT Software, | ETCC E-470, | 07/2020 - 12/2020 |
| Fullstack Engineer, | PALTech, | FairExchange, | 10/2018 - 03/2020 |
| Tech Lead, | Team 6789, | Robotic Tournaments, | 08/2017 - 12/2017 |
| Remote Reliability Engineer, | IESEM, | IESEM Platform, | 08/2014 - 08/2015 |
| Remote Game Developer, | EpicWar, | Various Projects, | 08/2007 - 06/2014 |

Education

| | | |
|---------------------------------|--|----------------|
| Modern Web Development, | Udemy, Various Courses, | 2018 - Current |
| Competitive Programming, | Codeforces, | 2007 - Current |
| Backend Master Class, | Code School, | 2020 - 2021 |
| Computer Engineering, | University of Information Technology, VNU-HCM, | 2015 - 2021 |
| Development Life Cycle, | FPT Software, | 2020 - 2020 |
| Java Spring Development, | Nhat Nghe Academy, | 2018 - 2018 |
| Game Development, | The Hive Workshop, | 2007 - 2015 |

Achievement

1st Place, Team 6789, UIT Sumo Robot 2017, Robotic Contest
National Olympiad & Regional ACM-ICPC participant

- Lua Developer,** My GitHub, Personal Projects
- Write custom API solutions, development pipelines, & project templates in Go & Rust
 - Write setup scripts for Linux & optimize Neovim development environment in Lua
 - Write benchmarking, profiling, & setup tools for various Linux environments & platforms in Bash
 - Research & develop practical applications of concurrency and parallelism in various languages
 - Design & develop libraries for Cryptography & Game Theory in C
 - Research & develop projects for Embedded Systems, Edge Computing, Distributed Systems, & Genetic Algorithms

- Remote Backend Engineer,** NTQ Solution, Project: Dropezy
- Thoroughly profiling & optimizing services/infrastructures for production release
 - Create new & optimize existing MongoDB queries & aggregates
 - Improve Go codebase with more streamlined structure, apply generics & fuzzy tests. Add Flutter Cloud Emulator
 - Design & implement BigData importer in Go/JS, CSVs to Firebase & MongoDB
 - Design & write Customer service in Go. Optimize performance of Back Office services
 - Design & write Order & Task services in Go. Implement 3rd party integration with shipping vendors in Go
 - Mentor junior colleagues, improve tech documentations, work with Figma & GKE clusters

- Remote Backend Engineer,** MonsterPixel, Project: Ackio Mesh
- Design, research, document, write & setup infrastructure for an MVP Edge distributed microservices mesh
 - Powered by Go, Node, Python, React & Cloud Native Computing Foundation's technologies

- Remote Backend Developer,** GadGame, Project: Galaxy Fortunes
- Migrate & upgrade a Java Spring monolith project to Go & Node microservices on AWS
 - Handle Database Isolation features relate to concurrency & scalability

- Remote Backend Developer,** Analytical Autoradiography, Project: teleDrCare
- Develop APIs in Go, Node, HTTP REST, gRPC, GraphQL, WebSockets, PostgreSQL, Redis & MongoDB
 - Write AWS Lambda function handlers in Go. Implement UI features in React.
 - Integrate best practices in CI/CD, testing & scripting

- Backend Engineer,** FPT Software, Project: ETCC E-470
- Implement a Go FTP server, with RabbitMQ, Kafka & MinIO, for pre-processing data
 - Implement & optimize microservices in Go, Java, Spring Boot
 - Implement BackOffice UI & event-driven logic with CUBA, PostgreSQL, & Kafka
 - Write unit tests, do sanity check & production monitoring of microservices on GCP
- Project: Halliburton Baroid
- Design overall system architecture & write Detailed Design Documents & BPMNs
 - Implement the flow with Appian, write custom features in Java, Spring Boot, Node & React

- Fullstack Engineer,** PALTech, Project: FairExchange
- Migrate from legacy Spring to Spring Boot, AngularJS to Angular
 - Design & write APIs in Java Spring Boot
 - Design & write high performance Blackjack & Bullseye Roulette HTML/Canvas games
 - Write BackOffice responsive mobile-first UX/UI in Angular & design/implement its API & db
 - Write internal tools in .NET Core. Monitor ELK stack & AWS CloudWatch

- Tech Lead,** Team 6789, Robotic Tournaments
- Design & implement robot's structures & firmwares; optimize algorithms & assembly code for accuracy & low power

- Remote Reliability Engineer,** IESEM, Project: IESEM Platform
- Design & implement IESEM forum & related sites using WordPress, cPanel, MySQL
 - Write custom script to operate, load testing, & monitor the IESEM platform

- Remote Game Developer,** EpicWar, Various Projects
- Design & develop graphics, game engines, & custom WarCraft 3 maps for clients in Jass, vJass (OOP Jass), & Lua
 - Design & develop pixel graphics, game engines in C & C++ for 2D games