Tien La (La Văn Tiến), Vietnam, Prefer remote & open-source. Tags: Go, Java, JavaScript, Postgres, Mongo, Docker.
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Career Summary.

Remote Open Source Engineer, Cariyaputta, *08/2015 – Present.*
* Various Projects.
- Design & write blazingly-fast custom API solutions, dev pipelines, & video game backends in Go, Java, & 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 Go & JavaScirpt.
- Design & develop libraries for cryptography & embedded systems in C.
- Research & develop projects for edge computing, distributed systems, & genetic algorithms in C++ & Go.
Remote Backend Engineer, NTQ Solution, *01/2022 – 10/2022.*
* Project Dropezy & Sayang.
- Thoroughly profiling & optimizing services/infrastructures for production release; successfully shipping the products.
- Create new & optimize existing MongoDB queries & aggregates.
- Improve Go codebase with more streamlined structure, apply generics & fuzzy tests. Fix Flutter cloud emulator.
- Design & implement big data 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; work with 3rd parties & write integration for shipping vendors in Go.
- Mentor junior colleagues, define tech documentations, work with Figma & GKE clusters.
Remote Backend Engineer, Monster Pixel, *08/2021 – 12/2021.*
* 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.
Backend Engineer, FPT Software Ho Chi Minh, *07/2020 – 12/2020.*
* Project ETCC E-470 & Halliburton Baroid.
- Implement a Go FTP server, with RabbitMQ, Kafka & MinIO, for pre-processing data.
- Implement & optimize microservices in Java 8 & Spring Boot.
- Implement BackOffice UI & event-driven logic with CUBA, PostgreSQL, & Kafka.
- Write extensive unit tests.
- Design overall system architecture & write Detailed Design Documents & BPMNs.
- Implement the flow with Appian low-code platform, write custom features in Java 8, Spring Boot, & React.
Fullstack Engineer, PALTECH Company Limited, *10/2018 – 03/2020.*
* Project FairExchange.
- Migrate from legacy JavaEE & Spring MVC to Java 8 & Spring Boot, from AngularJS to Angular with TypeScript.
- Design & implement end-to-end APIs in Java 8 & Spring Boot.
- Design & write high performance Blackjack & Bullseye Roulette HTML web games.
- Write Back Office responsive mobile-first front-end in Angular; design & implement its API & db in Spring Boot.
- Write internal tools in .NET Core. Monitor production in ELK stack.
Tech Lead, Team 6789 (3 members), 08/2017 – 10/2018.
- Design & implement robots' structures & firmwares in C; optimize algorithms & code for accuracy & power saving.
Remote Game Developer, The Hive Workshop & Epic War, *08/2007 – 08/2015.*
- Design & write custom WarCraft 3 maps & mods for paid clients in Jass, vJass (OOP Jass), & Lua.
- Design & model 3D graphical assets & particle effects in Blender; deliver quality product to paid clients every month.

Education.

Modern Software Engineering, GitHub Gist, *2015 – Present.*
Computer Engineering, University of Information Technology, VNU-HCM, GPA 7.19, drop final thesis, *2015 – 2021.*
Video Games Modding, The Hive Workshop, *2007 – 2015.*

Achievement.

1st Place (undefeated), Team 6789 (team of 3), UIT Sumo Robot 2017, Robotic Contest.
Regional ACM-ICPC participant (team of 3) & **National Highschool Olympiad** participant (solo).

Hobby.

Programming; Chess, Rubiks, Video Games, and Languages.