

**Tien La** (La Văn Tiến), Vietnam. Proficient = [Golang, Java, JavaScript, Postgres, Mongo, Docker, REST, GRPC].  
[REDACTED]@gmail.com | t.me/[REDACTED] | +[REDACTED] | linkedin.com/in/lavantien | github.com/lavantien.

**CAREER** (60% backend, 30% frontend, 10% ops).

**Remote Open-Source Developer - Cariyaputta**, 11/2022 – Present.

\* Various [Projects](#) & [Dotfiles](#).

- Design & develop blazingly fast custom REST APIs, dev pipelines, & game servers in Go, Java, & Rust.
- Create custom MVPs, prototype web apps, & clones in React, NextJS, TailwindCSS, Mongo, Prisma, & Firebase.
- Write setup, benchmark, & profile scripts for Linux & optimize Neovim dev environment, & Dotfiles in Lua & Bash.
- Research & create practical applications of functional programming, concurrency, & parallelism in Go & JavaScript.
- Research & implement edge computing platforms, distributed systems, & genetic algorithms in C++ & Go.
- Design & implement libraries for cryptography & embedded systems in C.

**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; Write a lot of unit tests for 90% code coverage.
- Improve Go code base with more streamlined structure, apply generics & fuzzy tests. Fix Flutter cloud emulator.
- Design & implement big data importer in Go & JavaScript, migrate data from CSVs to Firebase & MongoDB.
- Design & write Customer & Fraud Detection GRPC services in Go; optimize performance of Back Office services.
- Design & write Order & Task GRPC services in Go; integrate REST APIs with shipping vendors in Go.
- Mentor junior colleagues, define standard documentations, work with cross-functional teams in Figma & GCP.

**Remote Backend Engineer - Monster Pixel**, 08/2021 – 12/2021.

\* Project [Ackio Mesh](#).

- Design, research, document, write & setup infrastructure for an MVP edge computing embedded system.
- Using Go, Python, AWS & Cloud Native Computing Foundation's technologies such as EdgeX & Docker Compose.

**Backend Engineer - FPT Software Ho Chi Minh**, 07/2020 – 12/2020.

\* Project [ETCC E-470](#) & [Halliburton Baroid](#).

- Pair-programming a Go FTP server, with RabbitMQ, Kafka & MinIO to pre-processing data for AI ML.
- Implement & optimize Trip Building & Toll Calculation micro-services in Java 8, Spring Boot, & Kafka.
- Implement BackOffice UI & logic with CUBA, PostgreSQL, & Kafka.
- Write extensive unit tests matching ISO standards; Fix GCP Kubernetes deployment scripts.
- 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 – 02/2019 (internship), 02/2019 – 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 frontend in Angular; design & implement its API & db in Spring Boot.
- Write internal tools in .NET Core. Monitor production in ELK stack & AWS.

**Tech Lead - Team 6789** (3 members), 08/2017 – 10/2018.

\* Project SumoBot, LineBot, & MazeBot.

- Design & create robots' structures & firmwares in C; optimize algorithms for accuracy & power saving; AWS IoT.

**Remote Game Developer - 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** (90% self-taught, 10% university).

**Modern Software Engineering - Continuous Learning**, 2015 – Present.

**Computer Engineering - University of Information Technology**, GPA 7.19, drop final thesis, 2015 – 2019.

**Video Games Modding - The Hive Workshop**, 2007 – 2015.

**ACTIVITY.**

**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).

**HOBBIES.**

[Programming](#); [Chess](#), [Rubiks](#), [Video Games](#), & [Languages](#); Play video games [competitively](#); Making YouTube [videos](#).