

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

Languages:	Go , Rust , C , Java , Lua ,	JavaScript , TypeScript , HTML , CSS
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 , HTMX , Node.js , React , Next.js ,	Spring , Prometheus , Grafana , Figma
Domains:	Edge Computing , Cryptography ,	Healthcare , Commerce , Logistics , Digital Bank
Qualities:	Strong Work Ethic , High Code Output , Goal Oriented , Careful Reviewer/Documentor	
Avoidances:	Gambling , Media , Property , Advertisement , Blockchain/Web3/DAO/DeFi/GameFi/NFT	

Career Summary

Lua Developer,	My GitHub,	Personal Projects,	08/2015 - Present
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 - Present
Competitive Programming,	Codeforces,	2007 - Present
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