

Career Start: 2007 , **Experience:** 15 years , **Specialization:** Backend , **English:** Bilingual

Languages:	C , Go , Lua , Rust ,	Java , JavaScript , HTML , CSS
Databases:	PostgreSQL , MongoDB ,	CockroachDB , Redis
Protocols:	HTTP , GRPC ,	GraphQL , Kafka , WebSockets , MQTT
Platforms:	Linux , GitHub CI , Docker Compose ,	Kubernetes , Terraform , GCP , AWS
Frameworks:	React , Next.js ,	Flutter , Angular
Tools:	Neovim , Kreya , DbGate , Westernm ,	Podman , Android Studio , Codeium , Bard
Domains:	Edge Computing , Cryptography ,	Commerce , Banking , Healthcare

Why me? Strong Work Ethic , High Code Output , Goal Oriented , Careful Reviewer/Mentor

Why not me? Management , Gambling , Media , Property , Advertisement , Blockchain/DeGameFi/NFT

Career Summary

Open-Source Developer,	Non-profit Organizations,	Various Projects,	08/2015 - Current
Auto Chess Player,	Vietnam National Team,	ACOS Tournaments,	07/2019 - 05/2023
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
Dota 2 Player,	Dowo - Dominators of the World,	Netcafe Championships,	07/2016 - 09/2018
StarCraft 2 Player,	BoB - Band of Brothers,	VN & SEA Tournaments,	07/2016 - 09/2018
Tech Lead,	6789 - SBTC	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
DotA Player,	A6T - A6 Team,	Interschool Tournaments,	07/2008 - 07/2010

Education

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

Award

1st Place Team, 6789, UIT Sumo Robot 2017, Robotic Contest

Open-Source Developer, Non-profit Organizations, Various Projects

- Make scripts, benchmarking, profiling, & setup tools for various Linux environments & platforms
- Write custom API solutions & Core templates
- Design & develop libraries for Cryptography & Game Theory
- 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

Remote Reliability Engineer, IESEM. Project: IESEM Platform

- Design & implement IESEM forum & related softwares, using WordPress, MySQL

Remote Game Developer, EpicWar, Various Projects

- Design & develop arts, graphics, game engines, & custom maps for WarCraft 3 with Jass, vJass (OOP Jass), & Lua