Lavtien, Remote Only. Proficient = [**Go**, **Rust**, **Java**, **JavaScript**, **Postgres**, **Mongo**, **Docker**, **REST**, **GRPC**, **Linux**].
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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. Compile wikis & documentations.
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 from database design to frontend in Java 8 & Spring Boot, or Go.
- 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. Mentor junior members. 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.
- Coach software engineering for team members & students.
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.
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; Anthropology; Languages; Chess, Rubiks, Video Games; Making YouTube videos.