

Specialization: Backend & Open-Source

Languages:	Go , Rust , C , Java , Lua , JavaScript , TypeScript , HTML , CSS
Databases:	PostgreSQL , MongoDB , Redis , Sqlc , Memcached , Turso , InfluxDB , Milvus
Protocols:	GRPC , UDP , HTTP , OpenAPI , GraphQL , Kafka , WebSockets , MQTT
Platforms:	Linux , GitHub CI , Docker Compose , Dapr , Kubernetes , Terraform , GCP , AWS
Frameworks:	Gin , HTMX , Tailwind , Node.js , Angular , React , Next.js , Spring , Prometheus
Domains:	Performance Critical , Edge Computing , Cryptography , Healthcare , Logistics , Commerce
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

Remote Software Engineer,	Cariyaputta,	Various 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

**Remote Software Engineer**, Cariyaputta,

Various Projects

2/2

- Design & write blazingly-fast custom API solutions, development pipelines, & video games backend 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