Tien La (La Văn Tiến) , Vietnam , Remote Culture

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

- **Languages**: 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 , Westerm , Podman Desktop , Android Studio , OBS Studio
- **Domains**: Cloud Native , Edge Computing , Cryptography , Commerce , Banking , Healthcare

- **Why me?** Strong Work Ethic , High Code Output , Goal Oriented , Good Reviewer/Documenter/Mentor

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

Work Summary

Open Source Developer,	**Non-profit Organizations**, Various Projects, Team size: 1-5,	*08/2015 - Current*
Auto Chess Player,	**Vietnam National Team**, ACOS Tournaments, Team size: 20,	*07/2019 - 05/2023*
Remote Backend Engineer,	**NTQ Solution**, Project: **Dropezy**, Team size: 20,	*01/2022 - 10/2022*
Remote Backend Engineer,	**MonsterPixel.** Project: **Ackio Mesh**, Team size: 10,	*08/2021 - 12/2021*
Remote Backend Developer,	**GadGame.** Project: **Galaxy Fortunes**, Team size: 10,	*04/2021 - 08/2021*
Remote Backend Developer,	**Analytical Autoradiography.** Project: **teleDrCare**, Team size: 10,	*01/2021 - 05/2021*
Backend Engineer,	**FPT Software**, Projects: **ETCC E-470** & **Halliburton Baroid,**	*07/2020 - 12/2020*
Fullstack Engineer,	**PALTech.** Project: **FairExchange**, Team size: 50,	*10/2018 - 03/2020*
StarCraft 2 Player,	**Band of Brothers**, Vietnam & SEA Tournaments, Team size: 20,	*07/2016 – 09/2018*
Remote Reliability Engineer,	**IESEM.** Project: **IESEM Platform**, Team size: 5,	*08/2014 - 08/2015*
Remote Game Developer,	**EpicWar**, Various Projects, Team size: 1-5,	*08/2007 - 06/2014*

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, **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