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

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

Languages:	C ， Rust ， Go ， Lua ，		JavaScript ， HTML ， CSS ， Java 21	
Databases:	PostgreSQL ， MongoDB			
Protocols:	HTTP ， GRPC ，		GraphQL ， Kafka ， WebSockets ， MQTT	
Platforms:	Linux ， GitHub CI ， Docker Compose ，		Kubernetes ， Terraform ， GCP ， AWS	
Frameworks:	React ， Next.js ，		Flutter ， Angular	
Domains:	Edge Computing ， Cryptography ，		Healthcare ， Commerce ， Logistics	

Qualities: Strong Work Ethic ， High Code Output ， Goal Oriented ， Careful Reviewer/Documentor

Dislike: Management ， Gambling ， Media ， Property ， Advertisement ， Blockchain/DeGameFi/NFT

Career Summary

Lua Developer,	My GitHub,	Personal Projects,	*08/2015 - Current*
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 - Current*
Competitive Programming, Codeforces,		*2007 - Current*
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 Rust & Go
- 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