Le Van Vuong

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WORK EXPERIENCE

One Mount Senior Software Engineer, Team Lead	04/2021 - 06/2023
MCG Corp Junior Software Engineer	08/2020 - 04/2021
HUST Center for Data and Computing Technology Fresher Fullstack Developer, DevOps	02/2019 - 06/2020
Sapo Internship Fullstack Developer	05/2018 - 11/2018

SKILLS

- Java, Javascript, Go, Python
- Mysql, MongoDB, Cassandra, Redis
- Kafka, Flink
- Docker, Kubernetes, GCP, AWS
- Git, Linux, Bash Script, Computer Network, K6 (Performance Testing)
- Problem Solving, Presentation
- Business Requirement Analysis, Research & PoC, System Design

AWARDS

The Best Project in 2021

One Mount

Software Engineer

- Team: 10 members
- Developed a new core banking system that replaced T24. The new core achieves 1000+ TPS, saves \$100K+/year for the license and reduces the cost of operations and maintenance by 40%.

The Highest Potential Employee 2020

MCG Corp

The Most Productive Team (R&D Team) 2020

MCG Corp

The Runner-up Prize of IBM & SOICT Hackathon 2020

IBM Vietnam & HUST

NETWORKING

- Administering group <u>System Design VN</u> with 1500+ members
- Sharing and hosting public tech talks about Problem Solving, Clean Code, Unit Test, Kafka, SQL, ...

EDUCATION

Hanoi University of Science and Technology	08/2015 - 06/2020
Major: Software Engineering - Advanced Program: Global ICT	
Linux Professional Institute	01/2018 - 06/2018
CCNA (Computer Network)	07/2017 - 01/2018

CERTIFICATES

Certified Kubernetes Application Developer (CKAD)	2022
Confluent Certified Developer for Apache Kafka (CCDAK)	2021
Linux Professional Institute (LPI 1)	2018
CCNA Routing And Switching	2017

1. One Mount

1.1. FS Core 10 members

Software Engineer

- Developed a new core banking system called FS Core that replacing T24. The new core saves \$100K+/year for the license and reduces the cost of operations and maintenance by 40%.
- Achieved 1000+ TPS and reliability, scalability, and high performance by using Java Spring, Kafka, MySQL, Redis, ...
- Solved problems:
 - Exactly-once delivery
 - o Handling failed payments
 - Consistency
 - o Flash sales, hot ticket sales

1.2. PS2 Risk Fraud 7 members

Team Lead

- Designed and developed a fraud detection system for loyalty system in Techcombank with 2M+ transaction and latency p(95) = 180 ms.
- Automated the deployment process of rules by creating a DSL. Rules are processed by a stream processing system using Kafka, Flink, Ververica.
- Solved problems:
 - Applying reflection to satisfy the flexibility in rule configuration.
 - Optimizing latency: simplifying data flow, reducing I/O calls for Redis, ...

1.3. Loan Management Core

8 members

Software Engineer, DevOps, Team Lead

- Developed a system for managing lending products and loans using Java, MySQL, Kafka, ...
- Collaborated with 6 teams to accomplish the business flow: onboarding, decision engine, payment/lending, calculate the interests and generate statements, and repayment.
- Designed the flow of daily jobs in order to calculate the interests and generate statements of 3M+ loan agreement contacts.

1.5. Payslip 6 members

Software Engineer, Team Lead

- Automated the payment process in use cases such as salary delivery, allowance, bonus, ... that serves for 1800+ employees in the company.
- Reduced the workload by 50% for HR, Accountant and Operator in the process. The system is implemented by Java, Spring, Kafka, MySQL, Redis and integrated with Data Platform, E-Wallet, Payment Gateway, ...

1.4. Risk & Fraud Detector

4 members

Software Engineer

- Detected cheats, frauds based on device information, user behaviors, then kick out the fraudsters. The system is made of Java, Kafka, Flink, MySQL, Redis, ...
- Prevented from money laundering using periodic jobs that scan user behaviors, transaction history.

1.6. Mentorship & Workflow Design

- Unified Git workflow, REST API, Kafka event schema convention, release note, coding convention, ...
- Documented the architecture in C4 model.
- Trained freshers and juniors in theories, concepts, clean code, Kafka, Kubernetes, ...
- Supported other developers to resolve issues about coding, debug, Kafka, K8S, ...

2. MCG Corp

2.1. Chat System 5 members

Software Engineer

- Designed and developed the messaging system for end users with scalability, which serves 20K+ websocket connections using NodeJS (Typescript), MongoDB, Redis.
- Supported mobile developers to initialize websocket connection and chat flow.

2.2. Data Crawler 3 members

Software Engineer

- Crawled and cloned the information of 100K+ products from e-commerces (Shopee, Tiki, timnhaphanphoi.vn,...) into the system using Nodejs, MongoDB, Redis.
- Created and invited 6K+ shops automatically from the crawled data.

2.3. Log System 3 members

Software Engineer

- Designed and implemented a log system that uses ClickHouse (data warehouse), Java Spring, and produces statistics and reports in near real time.
- Analyzed and provided useful metrics so that the marketing team and operation team are able to
 evaluate the result of campaigns and sale events easily.

2.4. Auction System + Bidding Bot

1 member

Software Engineer

- Maintained an auction system like eBay auction platform implemented by Kafka Stream, Java, ...
- Designed and developed a distributed task scheduling system used for bidding bot which is able to achieve 3000 tasks hourly spikes.
- Improved response time for bidding events by 40% using websocket (instead of HTTP interval calls),
 Kafka Streams and adding appropriate cache layers.

3. HUST Center for Data and Computing Technology

3.1. Customer Relationship Management System (CRM)

1 member

Fullstack Developer, DevOps

- Designed a CRM system which leveraged customer retention by 10%.
- Systemized deployments automatically using GitOps method using Jenkins (CI), Argo (CD).
- Managed customer info, campaigns of customer service, auto reminder using Python, Redis.

4. Competition & Contribution

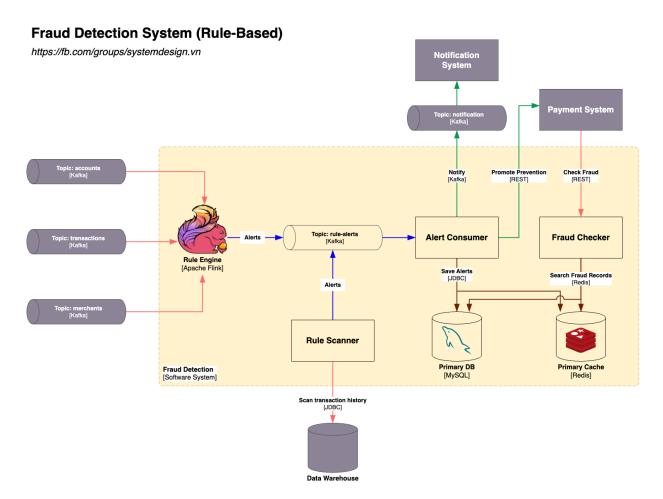
4.1. Idea Streaming 4 members

Backend Developer, DevOps

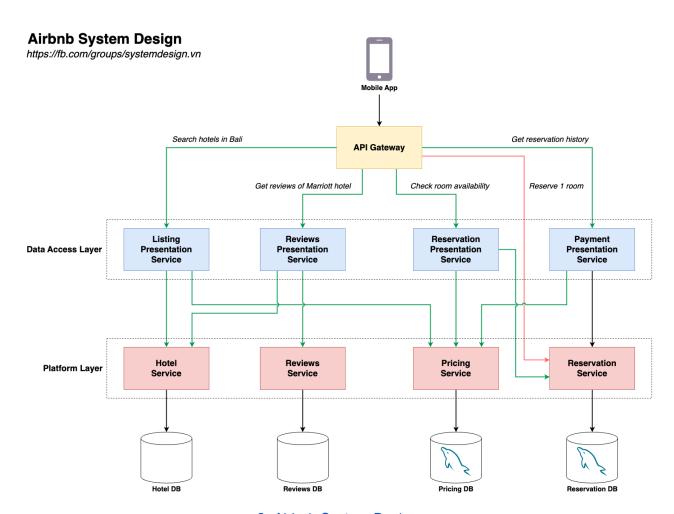
- Implemented a livestream system in 2 days used for streaming pen strokes, drawing lines which helps to express ideas easily and clearly in online education, meeting, conference.
- Provided a solution for users (teachers, presentor, ...) to use a smartphone taking video while writing, drawing then the output stream is pen strokes/drawing lines on the white background.

4.2. Open Source Contribution

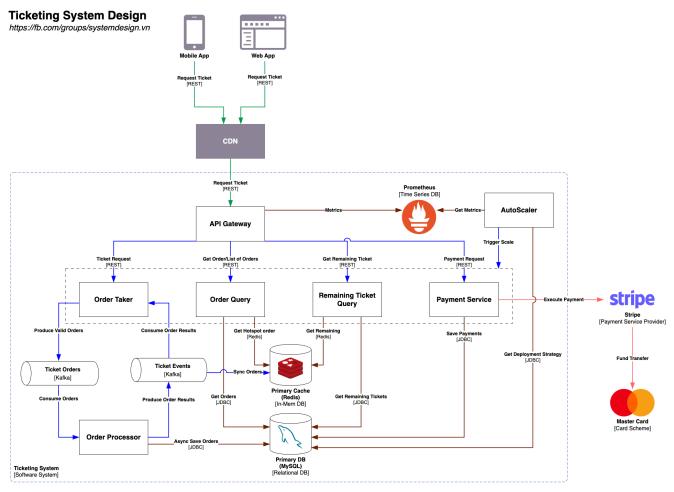
- Contributed the broadcast feature to go-socket.io (a Go socket lib) by applying the pub/sub mechanism of Redis in order to scale socket servers horizontally.
- Reference: https://github.com/googollee/go-socket.io/pull/421



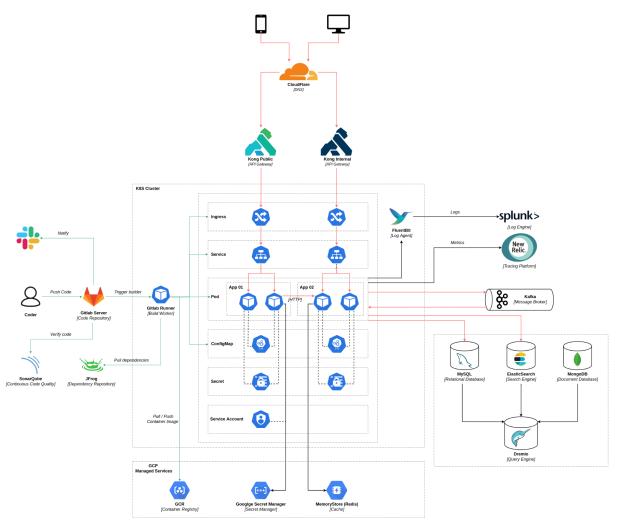
1. Fraud Detection System Design



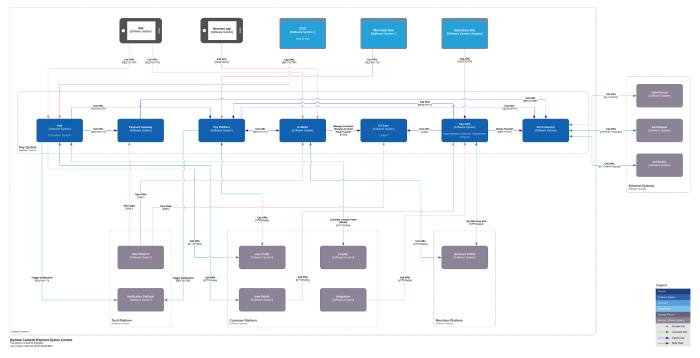
2. Airbnb System Design



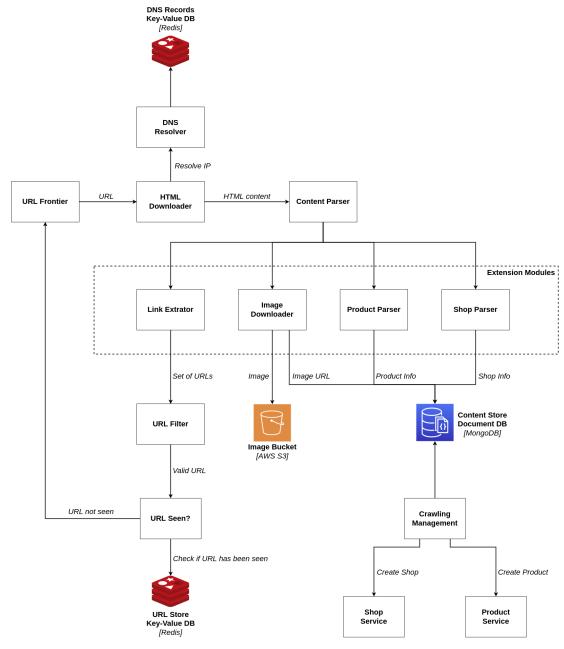
3. Ticketing System Design



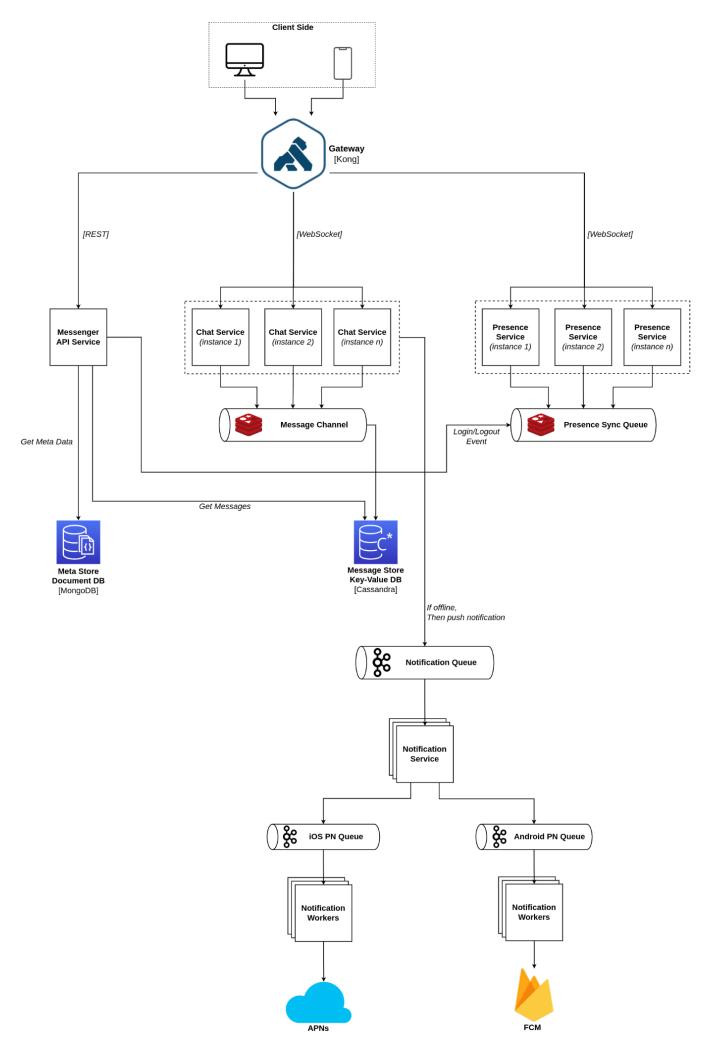
4. Techstack



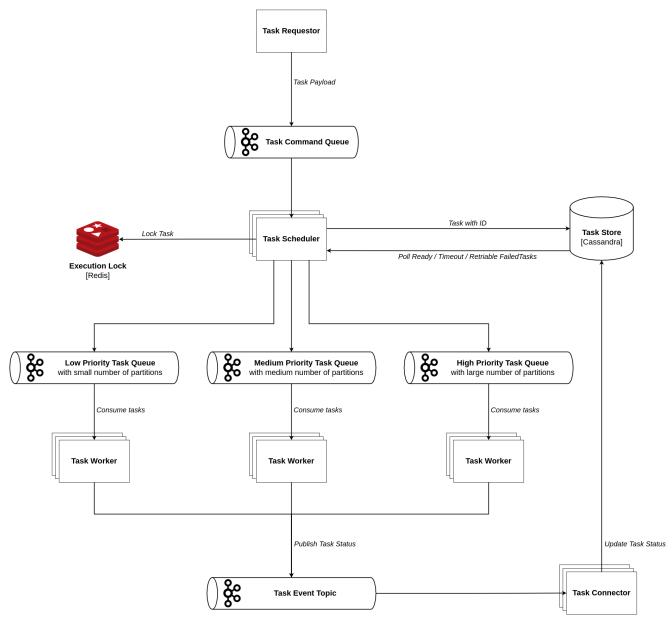
5. Software Architecture in C4 model



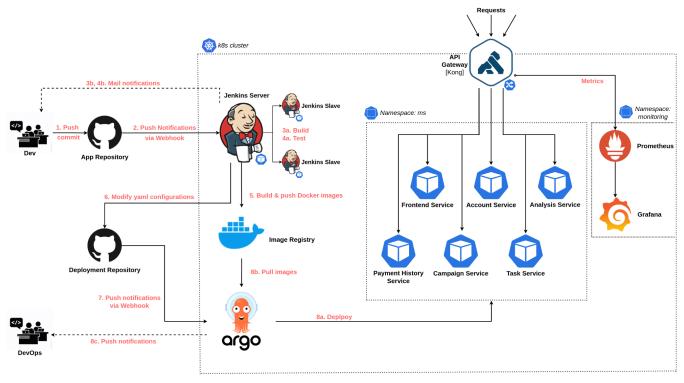
6. Data Flow Diagram of Crawler System



7. Chat System Design



8. Distributed Task Scheduling System Design



9. CRM Operation Flow