# **Linh Tran**

Software engineering, machine learning.

I enjoy optimizing code performance to the degree possible.

### About me

- Open-source contributor to popular Python's machine learning library annoy
- Web framework: Flask, FastAPI
- · Python machine learning library: Annoy, Tensorflow

# Experience

May 2024 - Team lead - Freelancer, Vietnam

Present

Software development service to UJET - emerging contact center as a service

- Tech stack: Ruby on Rails, ReactJS.
- Lead a team of 5 engineers to bring new features to production.
- Participate in full UJET's software development life cycle, from product requirements to technical designs, documentations & demonstations, implementation & verification.

Jan - Dec 2023 Tech lead - Sotatek, Vietnam

Out-sourced projects for clients including The Cardano Foundation (7th largest blockchain) and Devexperts

In most projects, I act as the person to understand clients' key pain points & challenges, and propose matching solutions. I supervise a team of 10 on technical nuances and collaborate with project managers to ensure project timeline.

### **Ballistic project**

- Tech stack: Java Spring Boot gRPC inference engine, Python FastAPI -RESTful Web API, Three.js - client side 3D visualization.
- Large scale firearm identity matching Al based, trained on open dataset on 3D microscopic scans of bullets' toolmarks NBTRD dataset.
- Transform search time from minutes to sub-seconds by replacing open-sourced
   R engine with Java implementation of HNSW for vector search.
- Derive from open-source algorithms (e.g CMC, CMS) a model that converts
   3D scans into searchable vector embeddings.
- Lead development of Python web service to integrate our AI service to a demo product of the client.

#### Devexa project

- Multi-channel AI chatbot for financial service providers to help with customer service and customer conversion.
- · Tech stack backend: Kotlin, Java Spring Boot.
- Lead a team of 3 to work with a Devexa lead to develop new features.

#### Jan - Dec Senior software engineer - Garena (Sea group) 2022

Largest mobile game company in Southeast Asia.

Build high-performance backend for event sites of leading games (i.e League of Legends, Arena of Valor), serving millions of gamers concurrently.

- Tech stack:
  - Infra: CentOS, Nginx, Iptables
  - Backend: Python Flask, GraphQL, PostgresSQL
  - Frontend: ReactJS

#### Jan - Oct 2021 Self-employed - XSeed cloud gaming

Cloud gaming service utilizing kernel-based virtual machines and NVIDIA vGPU as game server, customized open-source Moonlight as clients.

- Tech stack:
  - Infra: Kernelbase Virtual Machine, NVIDIA vGPU
  - Backend: NodeJS, C++ for Node Native Plugin, Java

Jan 2018 -Software engineer - Pique AI (now part of MoMo - largest mobile wallet in Viet-Dec 2020 nam)

Start-up providing AI recommendation service for small-medium enterprises. The AI agent can read, see, hear and understand user behavior and recommend relevant product/services. It all started with a paper

- Tech stack: MongoDB/MySQL, Javascript/Node as API server, Python as inference engine.
- This is my first official work started while studying, convinced by a promising start-up story.
- · We worked in a small team, rotating responsibilities on software engineering as well as data science.
- Highlight projects:
  - Music recommendation (audio content based) for NCT 2nd largest digital music provider in Vietnam.
  - Dating recommendation (visual content based) for a Japanese client
  - Luxurious jewelry recommendation (text-visual hybrid content) for Glamira.
  - Pharmacity's product recommendation.
- My highlight contribution: Doubled the performance of our recommendation API, by optimizing k-nearest-neighbor classifier (Spotify's open-source pr #387).

### Education

## **Erasmus Scholarship Exchange** - Uppsala University, Sweden

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