

Nguyen Quang Long

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Education

Sep/2019 – Jan/2024 **Degree of Engineer in Computer Engineering**, Hanoi University of Science and Technology, Hanoi

GPA: 3.25/4.0 - Degree classification: Very Good

Work Experience

Nov/2023 – **Viettel Group**, *Fullstack Developer*, Viettel Network, Hanoi.

Now Work as a web developer with following tasks:

- Participated in projects as a Software Development Engineer, handling complex business logic, adhering to established software development processes.
- Developing network infrastructure resource management systems. For example: Data Center Infrastructure Management (DCIM) system that provides real-time monitoring, data analytics, and device management solutions to optimize operations and enhance business performance.

Aug/2023 – **VNG Corporation**, *Game Developer*, VNG ZingPlay Game Studios, Hanoi.

Nov/2023 Work as a game developer with following tasks:

- Build a mobile pve game for both client and server side.
- Develop game UI and write server APIs.
- Implementing algorithms to optimize system performance and synchronize data between client and server.

Aug/2022 – **PPCLink**, *Mobile Developer*.

Aug/2023 Work as a frontend developer with following tasks:

- Primarily working as a mobile developer, involved in developing features within the mobile application for the company's product, as well as outsourcing tasks.
- Occasionally working as a web developer, building website UI for outsourced projects.

Skill & Background Knowledge

Programming C/C++, Javascript, Java, Python, SQL

Database MongoDB, MySQL, Redis, Mariadb

Framework ReactJS, Angular, Flutter, ExpressJS, Springboot, JSF, ThreeJS, Cocos2d

Language English: Professional Working Proficiency (720 TOEIC).

S/w & tools Postman, Docker, Git, Microsoft Offices, Linux, Latex

Github projects

URL [My github's source repositories](#)

Smart home IOT **Description:** Simulating a smart home system, managing interactive functions with the house devices through iot boards via a smartphone.

Tower Defense Game **Description:** The Tower Defense game is a strategy-based real-time game where players are tasked with defending their territory from waves of enemy units by strategically placing various types of towers along a predefined path. The objective is to prevent enemies from reaching the end of the path while managing resources and upgrading tower capabilities. Techstack: Java, Cocos2d.

Matching CV and JD **Description:** Given a CV as input, the goal is to generate a suitable Job Description (JD) based on that CV.

1. Crawl job data from various job recruitment websites.
2. Perform data cleaning, preprocessing, and analysis.
3. Utilize Natural Language Processing (NLP) machine learning models for evaluation and matching.

Game PVP using TCP/IP and socket **Description:** PVP game utilizing network programming techniques with TCP/IP protocol and Winsock library to simulate a connected application with network communication at the Socket level.

Ceritificates

GDF18 Completed Game Development Fresher 2023 Program

CKA Completed Course of Certified Kubernetes Administrator (2024)