# Nhan Nguyen

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## EXPERIENCES

### Mid-Senior Software Engineer — *JPMorgan Chase - Atlanta, GA*

March 2023 — Present

- Built an internal card product dashboard using React, TypeScript, and Redux so Chase employees can quickly look up card designs, view metadata, and manage card inventory.
- Translated Figma prototypes into pixel-accurate React views, implementing shared design tokens, animations, and styling for consistent UX.
- Developed and tested Java Spring Boot APIs, writing automated functional tests (AFT) and Bruno suites for end-to-end workflow validation.
- Designed RESTful APIs and PostgreSQL schemas in Spring Boot (tables, indexes, relationships) and shipped features to production via JULES and internal CI/CD pipelines.
- Containerized Spring Boot services with Docker and connected them to PostgreSQL so local, CI, and production environments shared the same runtime behavior.
- Tuned Postgres performance using EXPLAIN ANALYZE , adding composite indexes and rewriting queries to eliminate N+1 patterns.
- Collaborated with upstream and downstream teams to define API contracts, unblock cross-team dependencies, and resolve integration issues across services and the dashboard.
- Extended Java Spring Boot services for Chase rewards (points, reward types, tiers), modeling domain entities and enums with JPA and managing JAR/module dependencies against PostgreSQL.

### Software Engineer — *Hawk Ridge System - Remote*

March 2022 — February 2023

- Used Flask, PostgreSQL, React, and TypeScript to develop end-to-end reporting workflows.
- Built reusable React/TypeScript components and data visualizations for reporting dashboards, integrating **GraphQL** queries and REST endpoints to deliver fast, interactive insights to end users.
- Worked closely with teammates to build GraphQL APIs and PostgreSQL queries for reporting workflows, and developed Python scripts to automate data cleanup and reporting tasks.
- Deployed and maintained application infrastructure using AWS services including RDS for database management, EC2 for scalable compute, and S3 for secure storage to improve system reliability and performance.

### Software Engineer — *Collaborative Mind - Remote*

February 2020 — March 2022

- Built a hotel management portal with React and NodeJS to handle booking workflows, customer profiles, and front-desk check-ins.
- Integrated PostgreSQL and GraphQL APIs to support room availability, payments, and automated email confirmations.
- Improved API response time and reduced customer check-in errors through better input handling and **Redis** caching.

### Founder — *Grably - Remote*

May 2023 — Present

- Founded and built a B2B ordering platform for restaurants to place, track, and manage wholesale orders, owning product, backend, and frontend end to end.
- Implemented backend services in Go and Python (FastAPI) for order placement, pricing, and transactional workflows, exposing REST/GraphQL APIs consumed by web and mobile clients.

- Built merchant-facing UIs with React and TypeScript for product catalogs, order history, and invoice views, focusing on clear data models and responsive UX.
- Modeled order and customer data in PostgreSQL and NoSQL stores (e.g., document-style collections), designing schemas and indexes for common read/write patterns.
- Integrated third-party APIs for authentication, notifications, and payment/ERP-style workflows, handling idempotency, retries, and error reporting.

## PROJECTS

***FHIR Health Interop (Github)***

- Developed a FHIR R4-compliant healthcare API in Go, providing full CRUD operations, structured logging with Zerolog, and robust error handling.
- Engineered a multi-database system with PostgreSQL and MongoDB, using the Repository pattern and custom FHIR resource mappers for HL7 integration.
- Built production infrastructure with unit and integration testing, middleware for validation and tracking, and Docker Compose for containerized deployments.

***OPGLOL (Github)***

- Designed and built a micro-services architecture with 3 Go services (API Gateway, Data Service, AI Engine) using RESTful APIs, structured logging with zerolog, and service orchestration patterns for a League of Legends player analytics platform
- Implemented a Go API gateway that proxies requests, orchestrates cross-service workflows, and integrates with the Riot Games API for real-time player data retrieval using Riot ID authentication.
- Containerized the full application stack with Docker Compose, configuring PostgreSQL database, environment-based service discovery, and multi-service local development infrastructure.

## OPEN SOURCE CONTRIBUTIONS

- ***Kubernetes – Contributor***: Fixed critical bugs in networking and storage controllers.
- ***React Native – Contributor:*** Enhanced VirtualizedList accessibility by implementing collection item announcements.
- ***Flutter Community – Contributor***: Fixed platform-specific issues and improved docs for popular Flutter plugins, reducing integration friction and increasing adoption.
- ***Go – Contributor:*** Fixed go doc command to properly display comparable constraints in interface documentation.
- ***LangChain – Contributor:*** LangChain helps developers build applications powered by LLMs through a standard interface for models, embeddings, vector stores, and more.

## EDUCATION

***Bachelor of Science in Computer Science***

The University of Texas at Arlington — May 2019

## CERTIFICATIONS

Amazon Cloud Practitioner Certificate (2024 — 2027)
Amazon Cloud Developer Certificate (2025 — 2028)

## SKILLS

**Language:** JavaScript (ES6+), TypeScript, Python, Java, Kotlin, Rust, Go (Golang), Dart

**Frameworks & Libraries:** ReactJS, React Native, Spring Boot, NextJS, NodeJS, Django, Angular, Flutter, Remix, Flask

**Databases:** PostgreSQL, MySQL, SQL, MongoDB, Firestore, Redis

**Cloud & DevOps:** AWS, GCP, Firebase, Docker, Kubernetes, Jenkins, CircleCI, Git

**Data & Analytics:** Scikit-learn, Pandas, NumPy, OpenAI API, Matplotlib, Seaborn, Tableau, Excel, Data Cleaning & Analysis

**Development Practices:** REST APIs, GraphQL, TDD, CI/CD, Agile Development, Cloud Architecture