

Nhan T. Nguyen

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EXPERIENCES

Mid-Senior Software Engineer

March 2023 — Present

IPMorgan Chase - Atlanta, GA

- 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.
- 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.

Founder

Groovy - Remote

May 2023 — Present

- Founded and built a B2B ordering platform for restaurants to place, track, and manage wholesale orders, owning products, 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

Bolt ([GitHub](#)) - AI Engineering Projects

- Built boltz-kit, a context-engineering toolkit that maps large codebases, extracts symbols, and powers high-signal code search to improve how LLM-based devtools understand and navigate code.
- Implemented file-tree and symbol extraction pipelines (backed by tree-sitter) to index functions, classes, and modules across polyglot repositories for language-aware search and analysis.
- Designed APIs and CLIs for whole-repo code search, symbol usage discovery, and dependency mapping, enabling agents and LLM apps to assemble precise, minimal context windows.

- Added MCP/HTTP integration so AI agents and IDE copilots can query repository structure, generate LLM-ready context, and automate refactors over large monorepos.

OPGLOL (GitHub) - Golang Project

- 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.
- **Ollama - Contributor:** Contributed to local LLM inference engine by fixing bugs and improving performance for running models locally.
- **OpenHands AI - Contributor:** Contributed to AI-powered autonomous coding agent by implementing features and bug fixes for intelligent code generation and task automation.
- **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: TypeScript, Javascript (ES6+), Python, Java, Rust, Go

Web & Backend: React, Next.js, React Native, Node.js, Spring Boot, Django

Databases: PostgreSQL, MySQL, MongoDB, Redis

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

Data & ML: Pandas, NumPy, Scikit-learn, Mathplotlib, Seaborn, Data cleaning & analysis

AI & LLMs: Large Language Models (GTP-4, Claude), Prompt engineering, RAG, AI agents, Vector DBs (Pinecone, Chroma), Model fine-tuning, LangChain, OpenAI/Anthropic APIs, Hugging Face Transformers