Nguyen Nguyen

Back-end Developer

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SUMMARY

I am a software engineer with a strong background in JavaScript and NodeJs my strength is learning new projects, products and technologies quickly. I strive to meet deadlines and deliver outstanding results. My short term goal is to become a senior person in the software field, my long term goal is to become an excellent project manager to bring core values to the company.

SKILLS

Programming languages	Javascript, Typescript, NodeJs, BunJs
Backend Frameworks	ExpressJs, NestJs, ElysiaJs
Frontend Frameworks/Libraries	ReactJs, Next.js, Material UI, Tailwind CSS, Ant design, Redux
Message Brokers/Event Streaming	MQTT, Kafka, RabbitMQ, Redis
Microservices	Moleculer
Payment	VietQR, Google Play Billing IAP, Apple StoreKit IAP
Cloud Service	Minio, Firebase
ORM/Database Tools	TypeORM
Database Management System	Postgres, MySQL, MongoDB
Infrastructure	Docker, Nginx
Version control	Git, Jira, Confluence, Figma
Streaming Microservices Payment Cloud Service ORM/Database Tools Database Management System Infrastructure	Moleculer VietQR, Google Play Billing IAP, Apple StoreKit IAP Minio, Firebase TypeORM Postgres, MySQL, MongoDB Docker, Nginx

WORK EXPERIENCE

Ascend Games Corp April 2024 - Present

Backend Developer (3 members)

Description:

A livestream platform with three user roles:

Viewer: Watch livestreams, view posts, donate, buy products, and upgrade to VIP member (subscription), upload avatar.

Streamer: Go live, post content, complete missions, and convert donations into achievements, upload images and posts.

Admin: API manage user accounts and monitor livestream sessions.

Responsibilities:

- Feature Development: Designed and implemented requested features and business-driven feedback, collaborating closely with the frontend team to integrate APIs and ensure end-to-end functionality aligned with business goals.
- · Shop:
 - + Designed a scalable database structure for the in-app **Shop service** with 19+ modules.
 - + Implemented **automatic initialization** of user shop data upon account creation:
 - a. Wallet setup (main and store wallets).
 - **b.** Luggage system for managing virtual items.
 - c. Basic profile data for tracking shop interactions.

- + Developed core item-related features:
 - a. Gift System: Support for direct gift during livestreams, gift via luggage, and gifting through post comments.
 - **b. Private Ticket System**: Built internal APIs for exclusive room access via payment.
 - c. Room Effects & Avatar Frames: APIs to equip and unequip visual effects and avatar frames with duration control.
 - **d. Rename Feature**: Allow users to rename their display names using store currency.
 - e. Reward System: Distribute items and temporary bonuses upon mission completion.
 - **f. Currency Exchange**: Exchange between in-app currencies for various use cases.
 - g. Product Purchase: API to buy shop items and add them to luggage.
 - **h. Streamer VIP System**: Streamers receive rank-based benefits when performing withdrawals, based on exchange frequency and levels.

• Payment System Integration:

- + Built a payment service supporting three methods: VietQR, Google Play IAP, and Apple IAP:
 - a. Developed complete payment lifecycle: product listing, purchase info fetching, transaction consumption, and verification.
 - b. Subscription System (non-renewable):
 - i. 7-day and 1-month VIP packages with rewards and in-app currency.
 - ii. Supports VietQR purchase via API, and in-app store-based purchases for Google and Apple.

c. Currency Package Purchase:

- i. VietQR: fetch package list from DB.
- ii. Google/Apple: fetch list from their respective stores.
- iii. Convert real money to in-app currency, updating the user's wallet.
- d. Referral Program: Multi-level referral system with tiered rewards when users enter valid referral codes.

• Transaction History & Event System:

- + Created robust tracking for user transaction activity:
 - **a.** Full transaction history search with filters for user role, type, and time range.
 - **b.** Earnings summary APIs for both streamers and viewers.
 - c. Leaderboards: top donors and top buyers across defined timeframes.

· Upload System:

- + Built upload APIs for avatars and videos.
- + Integrated with **MinIO** to:
 - **a.** Upload, retrieve, and generate URLs for file previews and downloads.
 - **b.** Manage storage securely with unique object naming and lifecycle control.

• Dev Tools & Technologies:

- + Tech Stack: Bun.js, ElysiaJS, Firebase, TypeORM, Postgres, MQTT, Redis, Docker, Nginx, MinIO.
- + 3rd-Party Services: Google Play Billing, Apple StoreKit, VietQR APIs.
- + **Practices**: Modular codebase, version-controlled via Git, worked closely with frontend and design teams.

Javis Enterprise May 2023 - March 2024

Backend Developer (4 members)

Description:

A health-oriented project management platform designed to help individuals and organizations schedule and track personal health goals, including exercise routines, jogging schedules, wellness checkups, and team fitness challenges.

Responsibilities: Utilized **Node.js** and **Express.js** for building RESTful APIs and scalable services.

• Health Schedule Modules:

- + Designed APIs for managing **personal health schedules** (create/edit/delete sessions).
- + Built support for **recurring activities** (e.g., jogging every Monday/Thursday).
- + Integrated **notification system** via MQTT for reminders and milestone achievements.

• Team Collaboration:

- + Enabled team-based health tracking, with group rankings and shared goals.
- + Implemented features to assign, accept, and track group challenges.

· Chat Feature:

- + Developed a **real-time chat system** using WebSocket (Socket.IO) for users to communicate about **training packages**, provide feedback, and coordinate group sessions.
 - + Implemented user presence tracking, chat history, and message notifications.

· Analytics & Reports:

- + API for users to view **weekly/monthly performance reports**, step counts, calorie burn, and participation rates.
- + Admin dashboards with user health stats aggregation and activity heatmaps.

- Authentication & Profile: Developed secure login/session services and personal health profile pages (age, weight, heart rate trends, etc.).
- · Cloud & Storage:
 - + Used **MinIO** to handle image/video uploads (e.g., progress photos), generate signed URLs, and manage media lifecycle.
 - + Dockerized services and configured **Nginx reverse proxy** for deployment.
- Technologies: Node.js, Express.js, Socket.IO, TypeORM, Postgres, MinIO, MQTT, Redis, Docker.

GadGame Company

July 2022 - April 2023

Frontend - Backend Developer (6 members)

Description:

Galaxy Fortunes is a web and mobile-based game platform where users can deposit real money to play games and withdraw their winnings. The system includes complex billing, transaction handling, and player interaction features.

• Game Platform Development:

- + Contributed as a core developer to build features for both the Game System and its Content Management System (CMS).
- + Built responsive and **pixel-perfect UIs** based on designer mockups using **ReactJS** and **Bootstrap**, focusing on improving **user experience** across devices.
 - + Developed key modules allowing users to:
 - a. Deposit (Charge Money) and Withdraw (Cash Out) real money.
 - **b.** Transfer money between accounts.
 - c. Recover access via OTP-based Forget Password flow.

• Transaction & Billing System:

- + Designed and implemented UI components that communicate with backend billing and transactional systems.
- + Integrated secure communication via **WebSocket** and **Firebase** to handle real-time transaction updates, notifications, and balance changes.
 - + Helped implement and test features for: User Transactions, Wallet Operations, and In-game Currency Handling.
 - Teamwork & Contributions:
 - + Actively **supported team members** in troubleshooting production issues and resolving bugs.
 - + Participated in high-effort **overtime work** to ensure deadlines were met during critical release cycles.
 - + Collaborated cross-functionally with designers and testers to maintain feature accuracy and delivery quality.
 - Dev Tools & Technologies:
 - + Frontend: ReactJS, Bootstrap, HTML5, CSS3
 - + Backend/Infra: Node.js, GraphQL, MongoDB, MySQL, Redis, gRPC
 - + Communication/CI: Firebase, WebSocket, GitHub Actions, Docker

EDUCATION

University of Information Technology - UIT

2015 - 2020

Computer Engineering

HONORS & AWARDS

TOEIC 550 2020

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