Nguyen Quang Vinh, Software Engineer

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LINKS

Github, Linkedin, Portfolio

PROFILE

Dynamic software engineer with about five years of experience driving impactful solutions in backend development and system integrations. Expertise in Go, MySQL, and Redis facilitates the creation of scalable and efficient applications, ensuring seamless performance and reliability. Proven ability to collaborate within cross-functional teams and enhance system operations through continuous learning and implementation of best practices. Committed to delivering innovative software solutions that align with business objectives, while embracing challenges in the software development lifecycle.

EMPLOYMENT HISTORY

Jun 2024 — Present

Backend Developer, Smilegate Vietnam

Project: StoveLink

- StoveLink is a **PC-to-mobile game streaming platform** that allows users to seamlessly stream and play PC games on their mobile devices, offering low-latency performance and cloud-native scalability.

Team size: 10+ (4 Backend)

Tech stack: Go, Java, Mux, MySQL, Redis, AWS, OCI, C, Java, Spring Boot, MongoDB

Responsibilities:

- Developed and maintained core backend services using **Go**, ensuring high performance, modular design, and scalability.
- Implemented **custom load balancing logic** based on business requirements to optimize resource usage and system reliability.
- Designed and built a **fault-tolerant Redis Cluster-based caching solution**, enabling low-latency, highly available data access.
- Integrated **gRPC** for high-speed, low-latency communication across microservices.
- Maintained and enhanced forked open-source components:
    - coturn server for TURN/STUN connectivity support.
    - Prometheus C client for extending observability in performance-critical services.
- **Developed a Java-based service** using **Spring Boot** to:
    - Manage and send **event-based notifications** related to gameplay and system status.
    - Handle **game streaming list configuration**, allowing dynamic updates of available games for users.
    - **Architected and developed the game remote control functionality**, facilitating real-time input transmission from mobile clients to PC-hosted games, ensuring low-latency and responsive interaction.
- Worked cross-functionally with SDK, QA, and DevOps teams to ensure smooth feature rollouts and system stability.
- Actively participated in agile development practices, including daily standups, sprint planning, and code reviews.

Aug 2021 — Jun 2024

Golang Developer, Data Nest

Project: Scoring and Lead Generator

Team size: 4

Tech stack: Go, gRPC, MySQL, Redis, Click House, Kafka, Docker

Responsibilities:

- Developed an **SMS anti-spam filtering feature** using Go and Redis to ensure secure and compliant messaging.
- Collaborated with partner **financial institutions and telecom providers** to support system integration and onboarding processes.
- Designed and implemented a **user redirection and reminder service via SMS**, leveraging Go for high-performance message handling.
- Maintained and contributed to various **microservices**, ensuring reliability, scalability, and clean code standards across the system.

Project: Secure File Transfer Tool

- A web-based tool that allows users to encrypt and decrypt files locally before uploading to or downloading from a server, enhancing data privacy and security during transfer.

Team size: 2

Tech stack: Go, Gin, NextJS, HDFS

Responsibilities:

- Designed and implemented the backend API for file encryption/decryption and handling file uploads.
- Built the frontend interface for users to select files and perform secure operations.
- Integrated encryption logic and client-server file handling.

Project: TinVay

- A platform that collects customer loan applications, enriches them with additional data from integrated services (e.g., scoring, identity verification), and forwards the completed profiles to banks and financial institutions for processing and evaluation.

Team size: 2

Tech stack: Go, Gin, PostgreSQL, Redis, Typescript

Responsibilities:

- Developed and maintained backend services responsible for processing and forwarding enriched loan data.
- Integrated external services for data enrichment and customer verification.
- Worked closely with other teams to ensure data accuracy, reliability, and performance under load.
- Developed a service to track user behavior, supporting the Tinvay analyst team, using Go and Kafka.
- Participated in code reviews and contributed to architectural decisions.

Project: Finzone

- Finzone is a leading **personal finance information and connection platform** that helps users discover, compare, and access trusted financial services — including **loans, credit cards, insurance, and digital banking accounts**. It acts as a bridge between users and financial institutions, offering curated content and personalized service recommendations.

Team size: 3

Tech stack: Go, Gin, MySQL, Redis, Typescript

Responsibilities:

- Designed and implemented scalable backend APIs to serve financial product listings, user inquiries, partner lead submissions and anti-spam feature.
- Built dynamic filtering and recommendation logic to match users with appropriate credit cards, loan offers, insurance products, and digital accounts.
- Built dynamic filtering and recommendation logic to match users with appropriate credit cards, loan offers, insurance products, and digital accounts.
- Developed admin and internal APIs to support content management, product updates, and operational monitoring.

- Implemented logging, error handling, and monitoring to ensure system stability and facilitate issue tracking.
- Contributed to CI/CD pipelines and deployment automation to support frequent releases and environment consistency.
- Collaborated closely with frontend, design, and business teams to align technical solutions with user experience and product goals.

Devops

Team size: 2

Responsibilities:

- Managed CI/CD processes with GitHub Actions.
- Led the migration of the documents site from Slate to Hugo.
- Monitored service operations using Prometheus, Grafana, and Loki; maintained and updated dashboard panels and alerts using code and CI system.

Aug 2020 — Aug 2021

Golang Developer - Devops Intern, Data Nest

Project: Scoring and Lead Generator

- Calculates creditworthiness and fraud scores for individuals using custom-built scoring models. Integrates with internal and third-party data sources (optional) for comprehensive assessments.
- Builds dynamic profiles for each user to evaluate lending potential. Profiles are tailored to financial institutions' lending criteria.
- Automatically identifies high-potential users. Sends personalized loan offer SMS messages to qualified leads.
- Upon OTP validation, customers grant consent for banks and financial institutions to access their data securely and competently.

Team size: 5

Tech stack: Go, gRPC, MySQL, Redis, Click House, Kafka, Docker

Responsibilities:

- Maintained and enhanced a **customer credit rating and scoring system**, enabling financial institutions to identify and assess potential users of personal finance services.Developed multiple micro services, all backend services implemented in Go.
- Built and supported **internal tools using Go and the Gin framework**, improving operational efficiency across cross-functional teams.
- Contributed to and maintained several microservice repositories, ensuring **code consistency, scalability, and maintainability**.
- Performed thorough **code reviews**, enforced quality standards, and promoted best engineering practices within the team.

Devops

Team size: 2

Responsibilities:

- Expanded knowledge and expertise by learning Grafana, Prometheus, Loki, Promtail, DroneCI, and GitHub Actions.
- Contributed to a repository to store all Grafana dashboard panels and alerts for backup as code, utilizing Jsonnet and Grafonnet.

EDUCATION

Sep 2018 — Sep 2022

Computer Engineering, VNU University of Engineering and Technology (VNU-UET)

CPA: 3.29

SKILLS

MySQL	Go
Docker	PostgreSQL
Git	Redis
Python	Kafka

PROJECT

Personal and Team Projects

During my university years, I undertook several pet and class projects:

- **MLS:** A rewrite version of *ls* in Golang with fancy output.
- **Communication in IoT Indoor Positioning System:** Developed a system to calculate current position based on communication from a set of BLE devices, implemented using Python.
- **Line Follower Car:** Engineered a Line Follower Car using C, microcontroller PIC 16F877A, and ESP32 for wireless control.
- **Reyolo:** Reimplemented the YOLOv3 detection algorithm using Python and PyTorch Lightning.
- **Chat App:** Collaborated on a team project to create a messenger clone using Kotlin and Firebase.
- **ComicDownloader:** Developed a tool for downloading comics using Python.
- **MusicLife:** Created a personal music blog using Django.
- **Discord Bot:** Designed and maintained a Discord bot capable of crawling data and generating notifications using Python and PostgreSQL.
- **SDE Sharing:** Contributed to the development of a website facilitating students' sharing of subject slides, serving as a backend developer and database designer, employing Python and SQLite.
- **GUI Dictionary, Bomberman:** Implemented GUI Dictionary and Bomberman games using Java.