

# NGUYEN TRUNG HAU

## SOFTWARE ENGINEER

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SUMMARY

Experienced Backend Developer with over 3 years of expertise in designing and building scalable, high-performance systems. Proven strength in high-concurrency environments and a solid grasp of core computer science principles. Passionate about backend optimization, with a growing interest in frontend technologies and AI. Eager to leverage full-stack skills to craft innovative, user-focused solutions.

TECHNICAL SKILLS

<b>Backend Technologies:</b> <ul style="list-style-type: none"><li>Spring Boot,</li><li>Django</li><li>RabbitMQ</li></ul>	<b>Data Engineering &amp; ETL:</b> <ul style="list-style-type: none"><li>Superset</li><li>PowerBI</li><li>MageAI.</li><li>Designing and implementing ETL pipelines, data visualization</li></ul>	<b>Databases:</b> <ul style="list-style-type: none"><li>MySQL</li><li>ElasticSearch</li><li>ClickHouse</li></ul> <b>Programming Languages:</b> <ul style="list-style-type: none"><li>Java,</li><li>JavaScript</li><li>Python</li><li>C++</li></ul>	<b>Others:</b> <ul style="list-style-type: none"><li>ELK stack</li><li>Airflow</li><li>Docker</li><li>Git</li></ul>
<b>Web Development:</b> <ul style="list-style-type: none"><li>HTML, CSS,</li><li>Angular</li><li>ReactJS</li><li>VueJS</li></ul>			

PROFESSIONAL EXPERIENCE

<b>Blisshub - Game Studio – Data Engineer</b>	<b>Sep 2023 – Nov 2024</b>
<ul style="list-style-type: none"><li>Built a data platform using ClickHouse for efficient data storage, RabbitMQ for message queuing, Superset for data visualization, and MageAI for data processing.</li><li>Designed and implemented ETL pipelines to handle large volumes of data, ensuring data accuracy and consistency across various systems.</li><li>Developed real-time data processing solutions to support business intelligence and analytics.</li><li>Collaborated with data analysts to create dashboards and reports that provide actionable insights.</li></ul>	
<b>Blisshub - Game Studio – Backend Developer</b>	<b>Oct 2022 – Sep 2023</b>
<ul style="list-style-type: none"><li>Developed and maintained backend services for a game with 1500+ concurrent users using Java.</li><li>Implemented server-side logic, debugging, and troubleshooting to ensure high-quality code standards.</li><li>Built and maintained Angular applications for admin functionalities and in-game purchases.</li><li>Utilized ELK Stack for system monitoring and performance analysis to enhance system reliability and availability.</li></ul>	

EDUCATION

<b>Bachelor of Computer Science</b>	<b>May 2018 - Oct 2022</b>
HCM University Of Science (HCMUS)	
<ul style="list-style-type: none"><li>Advanced Program in Computer Science (APCS)</li><li>GPA: 3.83/4.00</li></ul>	

ADDITIONAL INFORMATION

- Languages:** English (IELTS 6.5), Vietnamese