

OLIVER NGUYEN

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WORK EXPERIENCE

OctoX – Indie developer octox.io • Mar 2021

- Browser extension for effectively navigating GitHub, with a minimal, clean sidebar.
- Build a user centric UX, which improves the current situation of navigating GitHub: a sidebar for accessing code, issues, discussions, pull requests, notifications... within a single click!
- Design UI with Sketch. Develop using JavaScript/Svelte. Reverse engineer GitHub internal API.

eTop – Technical Co-founder etop.vn / topship.vn • Dec 2017 – Dec 2020

- A collection of tools for retailers to manage products, orders, inventory, shipments, etc.
- I led a team of 10 developers, built the system from the ground up on Go, Postgres, GKE.
- We served domestic retailers, integrated with dozen logistics partners.

Payfriendz – Team leader, remote (closed, [link](#)) • April 2016 – Dec 2017

- Free payment app that makes payments with friends simple and free.
- Team leader of identity system and service workers (Go).
- Provided API and integrated with various external partners.

Liti Solutions – Technical Co-founder (closed, [link](#)) • July 2014 – April 2016

- Developed software solutions for clients, mostly in backend, web and mobiles.
- Used Go, NodeJS, JavaScript, Postgres, Mongo, Couchbase, RethinkDB.

EDUCATION

Ho Chi Minh City University of Technology

Bachelor of Computer Science

Class of 2008

TECHNICAL SKILLS

Backend: Go, NodeJS, PostgreSQL, MySQL, Mongo, Kafka, Beanstalk, Docker, Kubernetes, GKE

Frontend: JavaScript, HTML/CSS, React, Vue, Svelte, Mithril

Others: Java, Python, Couchbase, Gerrit, GRPC, GraphQL, WebRTC, Unity3D, Sketch, Photoshop

OPEN SOURCE

ujson

[olvrng/ujson](#)

- Minimal JSON parser and transformer in Go. Created as a lightweight solution for converting int64 values between Go (number) and JavaScript (string) in JSON API without fully unmarshalling it.

tomato

[olvrng/tomato](#)

- Pomodoro app, runs in MacBook touch bar, written in Go and BetterTouchTool.
- A state machine for managing personal time. Explored the usefulness of the MacBook touch bar.

mithril-ui | mithril-bootstrap

[olvrng.github.io/mithril-ui](#)

- Reimplemented the most popular UI framework at that time, Bootstrap, in Mithril.js framework.
- All components were supported: tabs, modal, dropdown, typeahead, date picker, pagination, etc.

min-require

[olvrng/min-require](#)

- Minimal implementation of CommonJS require API for using directly in the browser.

graphql-go

[olvrng/graphql-go](#)

- An implementation of GraphQL in Go, based on graphql/graphql-js.
- It can serve most kinds of queries at that time (although not production ready).
- Learned the internal details of GraphQL by implementing it myself.

PRIZES

NASA Space App Challenge – first prize in Vietnam

[\(link\)](#) / [\(link\)](#) • April 2014

- Glass Earth combines data from various sources, including NASA, to tell stories about climate change. It inspires students to discuss and explore interactively with 3D images and diagrams.
- The project used 3D Hologram (glass), Unity3D, Leap Motion, Tablet App, Web App, and NFC.
- Team leader, designed the concept, stories and implemented the central server.

Code for Change Hackathon – top prize, funding from Internews

[\(link\)](#) • Aug 2014

- Social Map is a website for charity organizations. It shares database about people who suffer from difficulties in life; and helps them generate more supports from the community.
- Technical lead, product design, developed data, web, server.

Nokia Create for Millions Contest – top prize in Game Category [\(link\)](#) / [youtube](#) • Mar 2012

- Chaos of Liti's is a colorful mobile game inspired by the interaction of quarks.
- Team leader, designed the concept and gameplay with story of Liti particles in the early Universe.
- Followed criteria of game design: uniqueness; stickiness; storytelling; easy to play, hard to master.
- Implemented the game mechanics and testing sandbox in Java/J2ME.

WRITING

HackerNoon

- *Front-End Development Without Node_modules Using Skypack and Snowpack* ([link](#)) Feb 2021
- *µjson – A minimal JSON parser and transformer in Go* ([link](#)) Jan 2021

SPEAKING

olvrng.github.io/cv

I delivered many technical talks about Go and JavaScript at various places. These talks range from GUI to real-time services, from concepts to implementation, and sometimes explore new technologies like WebRTC or Couchbase. By reflecting and sharing what I learned at work, I strengthen my knowledge and get feedback on what I have missed. The journey also helps me meet awesome people and learn from them.

Explaining concepts to other people is a powerful mechanism for learning!

TopDev TechTalk

- *The fundamental problems of GUI applications and why people choose React* ([link](#)) 2016

Innovatube TechTalk

- *What do people say when they switch to Go?* ([link](#)) 2016

Grokking Engineering

- *Building an offline and real-time editing service with Couchbase* ([link](#)) 2016

Golang Meetup

- *Concurrency in Go* ([link](#)) 2016
- *To Go or not to Go* ([link](#)) 2015

Techcamp Saigon Uni

- *Modern web development in 2015* ([link](#)) 2015

JavaScript Meetup

- *High productivity web development workflow* ([link](#)) 2015

Barcamp Saigon

- *Isomorphic web applications* ([link](#)) 2014
- *WebRTC – Bring real-time to the web* ([link](#)) 2012
- *New trends of web technology on mobile* ([link](#)) 2011