DO PHUONG ANH (MINERVA)

SOFTWARE ENGINEER





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I am Phuong Anh, also known as Minerva in professional circles, a dedicated Software Engineer with over two years of experience specializing in Backend Development. Primarily experienced in Golang and NodeJS, I also regularly diversify my skillset by taking up freelance projects involving various programming mindset. I believe that the essence of programming lies not only in mastering languages, but also in understanding the underlying algorithms and data structures. My objective is to leverage these skills in a creative, flexible, and democratic work environment. And my ideal for work specifically, and the pride of being a Software Engineer in general, is that I want to contribute the development of leading-edge technology products that positively impact society, and drive company revenue.

EDUCATION

2018 2022



Nguyen Tat Thanh University Software Engineer

WORK EXPERIENCE

06/2021 PRESEN T

HANET Technology

SOFTWARE DEVELOPER

- Participated and maintained in backend development using the Go language, writing unit tests to ensure the robustness of various functions and flows.
- Collaborated closely with the DevOps team to establish a CI/CD process on Gitlab, building a conducive developer environment and managing deployments to production. Consistently endeavored to upgrade my

HONORS & AWARDS

10/09/2022

Top 15 in the hackathon Hack2Hire organized by One Mount Group

29/03/2023

Facilitator of Quan Quan GCP Challenge 5 organized by Google Developer Group Cloud Vietnam skills in Docker and Kubernetes for efficient on-premise project completion and a better understanding of system operations.

- Leveraged message brokers such as Kafka and RabbitMQ to facilitate data exchange between over 5,000 ~ 8,000 cameras in our system. Implemented the Kafka Connect concept to directly write messages from the Kafka topic to the database, effectively lightening the load on the GRPC server, enhancing data real-time processing, and significantly improving client response times.
- Handle streaming data from camera to server using WebSocket. Optimize scalable WebSocket connections when there are too many connections going into the server by using load balancers.
- Using different databases such as MySQL, MongoDB, Redis to store data and paging for faster responses, without causing database congestion when querying. At the same time, always try to optimize queries to reduce the system resources required to fulfill a query and ultimately provide the user with the correct result set faster.

5/2020 5/2021

Genki System

JUNIOR SOFTWARE DEVELOPER

- As a front-end developer in the BNB+ hotel management project, I redesigned the entire user interface, made it mobile-first responsive and improved user experience on the website.
- Build a POC Wheel Detection Classes app with more than 200 classes using YOLOv4 and TensorFlow. Optimized model to detect faster and increase accuracy. From that, my company was able to sign a large contract, based on the model, to apply it to the integration and classification of tires in some of factories in Japan.
- Member in 'G-Platform Concept' project using GoLang for Back-end. Implement a chatbot service for Slack, which can send the survey every day to all staff in my

- Member in the Pedestrian Attribute Recognition project, which is used to monitor people in the subway station and in the smart hostel system. I was built a model that can detect each person's attributes with both static and real-time input. Working with both US and Japanese customers.

2/2020 5/2020

FPT Software

FRESHER WEB DEVELOPER

- Learning building a systematic project or how to confirm a task then finish it on time.
- Build and review code of Mobile Store project (include cart, see mobile products, choosing or removing any products,...) base on the MVC model.
- Design database and using JSP/Servlet to build a web application named Bus Booking.