

Loi Nguyen

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SUMMARY

Senior Software Engineer and Tech Lead with 10+ years of experience building scalable platforms and data systems at NBC, Disney, and Microsoft. Skilled in backend, distributed systems, AI automation, and data pipelines, with expertise in AWS, Spark, Airflow, and Kubernetes. Proven track record in fraud prevention, risk modeling, and team leadership, delivering secure, high-impact solutions that drive business growth.

SKILLS

- **Languages:** Java, JavaScript, TypeScript, C#, Go, Rust
- **Backend:** Spring Boot, Node.js, Ruby on Rails, Django, FastAPI, Flask, ASP.NET
- **Frontend:** React, Angular, Vue.js
- **DevOps:** AWS, Microsoft Azure, Terraform, Docker, Jenkins, Kubernetes, Prometheus
- **Database:** MySQL, PostgreSQL, MongoDB, Redis, Oracle, Sqlite

EXPERIENCE

NBCUniversal

Senior Software Engineer

Mar 2023 - Present

New York

- Led backend modernization for **NBC's core services platform** supporting **Peacock streaming and NBC Sports digital channels**, migrating to a microservices and containerized architecture on AWS.
- Architected and led the development of a core services platform for the WhatsApp Business Platform, enabling new revenue channels for thousands of businesses
- Developed an AI-powered document analysis and verification pipeline, automating 91% of manual reviews and accelerating customer onboarding
- Engineered a large-scale fraud prevention system using network analysis to identify and restrict malicious actors, safeguarding platform integrity
- Integrated a risk-scoring engine into the business verification workflow to create a smarter, more efficient experience for legitimate users
- Provided technical leadership and mentorship to grow the team's engineering capabilities and ensure high standards for code quality

Walt Disney Studios

Senior Software Engineer

Jun 2020 - Mar 2023

Los Angeles

- Built end-to-end data pipelines using Spark on AWS EMR to support theatrical distribution and revenue forecasting, improving business reporting timelines and system scalability
- Automated revenue calculation using Apache Airflow to orchestrate ingestion workflows from third party file systems, fully replacing manual data exchange among stakeholders
- Established microservices with Java and Spring to ingest real-time updates from Elasticsearch, deploying them via Docker and Kubernetes to improve reporting delivery speed by 70%
- The processed data was stored in Postgres and exposed to stakeholders through Tableau dashboards

Microsoft

Software Engineer

Feb 2019 - Jul 2020

Seattle, Washington

- Built a high-throughput telemetry data pipeline for the Halo game series to capture and analyze player analytics
- Rewrite and shipped several key platform features, including a public REST API that enabled a rich ecosystem of third-party integrations

Amdocs Inc.

Senior Subject Matter Expert

Jan 2017 - Feb 2019

Hungary

- Involved in maintenance and design, development of enhancements for Telecom Bill Creation Product
- It was highly efficient RBMS based solution
- Awarded top performer for 1 year in a row before moving to USA

Nagarro Software	May 2016 - Jan 2017
<i>Software Engineer</i>	<i>German</i>
• Involved in video game development	
• Updated Stratosphere and Fire versions of Tetris, both UI and the Engine	
• Made Poker game for mobile phones using BREW	
• Involved in design, development and maintenance of Quickbooks product for German Market	
• Awarded with best performing Software Developer and was put on Nagarro Accelerated Growth Program	

EDUCATION

Tsinghua University	Aug 2010 - May 2016
<i>Master's degree, computer science</i>	

Achievements

- Awarded top performer for 1 year in a row before moving to USA at Amdocs.Inc.:
- Awarded the Silver Medal at the ICPC (International Collegiate Programming Contest) Championship.: