

Tran Minh Hoang

Software Developer

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Vietnam

Experience

Fullstack Developer - Cafe Tecnic

Binh Thanh, TP.HCM 2024-2025

- Develop Spring boot backend with React frontend, authentication and authorization with Spring Security.
- Yielded 30% more efficiency in daily operation by writing CLI tools to assist sale and marketing departments.
- Improve web performance and user experience through caching, lazy loading, and image optimization
- Integrate and manage third party APIs (payment gateways, authentication providers, social platforms).
- Increased website engagement with SEO optimization.

Pipeline Developer - Kend Animation Studio

Binh Thanh, HCMC 2023-2024

- Build HR management system with user authentication and CRUD tasks.
- Operate backend server on AWS , periodic security checks and media backup.
- Increased team work progress thanks to the construction of a media management system.
- Increased work efficiency for animators thanks to the implementation of software support tools (Blender, Maya, Unreal) with python.
- Achieved over 15% of projects in the studio in 2 terms thanks to the new website design with the UX/UI team.

Fullstack Developer - Parsec Supply

Bình Thạnh, TP.HCM 2020-2022

- Develop and maintain fullstack ecommerce PHP website.
- Design and optimize MySQL database to improve system performance.
- Perform testing, debugging and optimize source code to reduce system response time.
- Manage source code with Git/GitHub, deploy applications to Linux server.

Skill

- Javascript/Typescript, HTML/HTMX, Java, Python, Go, C/C++, Bash, PHP.
- React (Redux, Tanstack Query, Context , TailwindCSS, ShadcnUI, MaterialUI)
- Framework: NextJS + Supabase, Springboot, Django, Gin
- Database: MongoDB, Redis, MySQL, PostgreSQL, SQLite
- Experienced in RESTful API or GraphQL development.
- Experienced in development tools: Bruno, Postman, JUnit, Mockito, Swagger/OpenAPI, Figma.
- High self-organization, documentation and project management.
- Fluent teamwork in Scrum and Kanban for agile projects.

Project

- Shared bookmark server for business and logistics administration.
- Reservation booking system for local nail salons.
- Experimentation in ROS machine learning (Pytorch, OpenCV) for business administration.

Education

University of Technology Sydney, Australia

Bachelor of Communication (Media Production) 2019

- Applied Unreal VR, asset and animation pipeline
- Project management for student campaign
- Built Unreal enviroment, lighting and render configuration for student architecture projects.