

# TRUNG DUONG LE PHUOC

Ho Chi Minh, Viet Nam | [trungdlp.dev@gmail.com](mailto:trungdlp.dev@gmail.com) | (+84) 363 652 806 | [linkedin.com/in/trungdlp](https://linkedin.com/in/trungdlp)  
[github.com/trungdlp](https://github.com/trungdlp)

## SUMMARY

---

Backend engineer specializing in Go, passionate about applying cutting-edge technologies to solve business problems. Experienced in designing scalable, high-performance systems and optimizing cloud infrastructure for efficiency and cost savings. Strong problem-solving skills with a focus on improving performance, streamlining processes, and driving innovation.

## EXPERIENCE

---

**Backend Engineer**, Wolffun Game – Ho Chi Minh, VN Oct 2021 - Present

Wolffun Game is a top blockchain gaming company behind the Thetan ecosystem, bringing players, creators, and developers together. Thetan Arena reached over 12 million players within a month of launch and surpassed 20 million players in just three months.

**Thetan Arena** - The first mobile MOBA game based on blockchain | [Click to view](#) 2021 - 2022

- Developed key features: Chat & Social Interaction, Growth Hacking, Staking, In-game/Web3 Quests and Flash Sale on NFT marketplace.
- Enhanced in-game real-time communication by using Protobuf with a custom WebSocket protocol (for room management, reconnections, channels, broadcasting, etc.), replacing the traditional JSON-based WebSocket approach.
- Initially, the real-time service faced scalability issues with a single replica handling millions of players, creating a bottleneck. This was resolved by implementing an event-driven architecture with Redis for shared resources and NATS for message streaming, enabling horizontal scalability.
- Saved hundreds of thousands of dollars by fine-tuning the allocation of Kubernetes resources.

**Thetan Rivals** - An action-packed casual royale party game | [Click to view](#) 2022 - Mid 2023

As a foundational engineer, I played a key role in shaping the backend architecture and driving development efficiency.

- Designed and built core systems, ensuring scalability and high performance.
- Applied microservices architecture to streamline the system and improve maintainability.
- Built in-house tools to boost productivity, including a microservice code generator, unit testing generator, and a setup tool for new team members.
- Implemented a remote config and experimental system, reducing redeployments and enabling faster testing and iteration. Allowed POs and GDs to run A/B tests for data-driven decision-making.

**Thetan Creator** - Allows players to personalize their unique characters | [Click to view](#) Late 2023

Continuing in my role as a foundational engineer, I helped define the backend architecture and improve development efficiency.

- Developed cloud storage integration for user-generated artwork (UGC), enabling seamless sync across multiple devices.
- Implemented an event-driven architecture to synchronize user-created assets with Thetan game ecosystems in near real-time.
- Optimized image processing with imgproxy, converting images format for better quality and smaller size, cutting bandwidth use by over 90%.

**Thetan World** - A GameFi platform revolutionizing the gaming industry | [Click to view](#) Early 2024

As a key engineer, I contributed to developing most of the essential features that had a significant impact on the business.

- Provide guidance and collaborate with teams to design core systems that ensure scalability and high performance.
- Spend time reviewing design decisions, code, and leading weekly internal sharing sessions to help our teams improve their skills.
- Used our proven technologies and tools to implement essential features, such as Inventory, Trading System, Equipment, and Profile.
- Collaborated with Data Scientists, Product Owners, and the CTO to research and develop fraud detection systems for blocking anomalous actions in real time.

## EDUCATION

---

**Thu Dau Mot University**, Bachelor of Science in Software Engineering 2018 - 2022

- GPA: Excellent

**University Of Economics Ho Chi Minh**, Master of Business Administration 2024 - 2026

- In Progress

## CERTIFICATES

---

- Google Cloud - Professional Cloud Architect (Nov 2022): [View certificate](#)
- Scylla - S201: Data Modeling and Application Development (Aug 2023): [View certificate](#)

## AWARDS

---

- Top 50 at the 2018 ACM/ICPC Asia Hanoi Regional Contest
- Honorable at the 2019 ACM/ICPC Asia Danang Regional Contest
- Second prize at the Scientific Research Student Award in both 2019–2020 and 2020–2021

## TECHNOLOGIES

---

**Programming Languages:** Go is my primary focus.

**Databases:** MongoDB, Redis, Scylla.

**Cloud & DevOps:** Google Cloud Platform (GCP), Kubernetes (k8s), Docker, Github Actions, Terraform.

**Protocol & Streaming:** gRPC, Protobuf, WebSocket, Redis Pub/Sub, NATS, Google PubSub.

**API & System Design:** RESTful API, Microservice Architecture, Outbox, CQRS, Event Sourcing.

**Monitoring, Logging, Tracing and Profiling:** Prometheus, Grafana, Loki, OpenTelemetry, Jaeger, Pyroscope.

## SOFT SKILLS

---

- Critical thinking
- Problem solving
- Technical mentorship
- Cross-functional collaboration