THINH NGUYEN

WEB DEVELOPER

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Resume

ABOUT ME

I'm Thinh. I have achieved and developed skills regarding to website application development with over 4 years of experience in Modern Front-End Web development and over two years working on Back-end monolithic/microservices system.

SKILL

Programming Languages:
 - Javascript, Typescript

Database:
 - Mongodb

Frameworks, platforms:
 - ReactJs/React native
 - AngularJs
 - NodeJs (Express/NestJs)
 - UI: MaterialUI, Ant Design, Bootstrap, Tailwind css, Styled component, CSS, SCSS

Source controls:
 - Github, gitlab, codecommit

Orthers:
- Work with Scrum framework
- CI/CD

EMPLOYMENT

Nov 2021 - Present
SourceCode
Fullstack Developer (Remote)

Project: FWD Oneweb (A platform of FWD built in to sell their insurance products for multiple countries)

- Main technologies: Typescipt, javascript, Styled component, reactjs + nextjs, Material UI, ESLint, nodejs (nestjs), graphql

 - Responsibilities:
   + Implemented dynamic component, content type (use Content stack for CMS)
   + Implemented GTM to capture User metrics to improve Customer Experience
   + Implemented and maintain APIs
   + Used Nextjs for Static Site Generator
   + Developed custom map components using Google API
   + Integrated Content stack webhooks to trigger SSG export

+ Worked closely with clients to establish specifications and system designs. Used Figma and Zeroheight to collaborate with UX
+ Built custom components for UX-Library consisting Accordion, Filters, Dropdown, Carousel, Button, Checkbox, Input, Icons and more
+ Effective use of native HTML elements and custom tags to enhance SEO optimization
+ Worked in Agile Methodologies for incremental development to deliver better application
+ Worked closely with devops team to resolve coverity scan issues

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Nov 2021 - Jun 2022
DevBase
Fullstack Developer (Part-time)

Project: Komi.io (A platform for talents and their fanclub, where talents can bring their new projects to their fans)

- Main technologies: typescript, scss, reactjs + nextjs, redux saga, Ant-design, nodejs (nestjs), firebase

- Responsibilities:
  + Implemented UI for talent site, consumer site and admin site
  + Developed custom component based on Ant-design
  + Implemented drag-drop UI using react-beautiful-dnd library
  + Implemented and maintained RESTful APIs
  + Integrated shopify to website
  + Auto save, localization talent profile features
  + Used mixpanel to to capture User metrics
  + Optimized image using image kit
  + Changed craco build tool to viteJs build tool
  + Maintained high-level expertise in React state management strategies, including Redux, Redux Persist and redux-saga
  + Implemented CSS Box Model and styled web pages using CSS preprocessor SCSS and effectively used mixins, functions, custom grid systems, grid-area concepts and flexbox for fluid-responsive application
  + Executed FireBase to handle prevent users to edit talent profiles if another one is editing

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Sep 2020 - Nov 2021
BEE SOLUTIONS
Fullstack Developer

Project: Fresh/Travelmall/Food web (An e-commercial platform of AirAsia built-in to supply food, groceries, cosmetics and many other items for multi-countries)

- Main technologies: html, javascript, scss, reactjs + nextjs, redux, Material UI, tailwind-css, ESLint, golang, nodejs, gRPC, Cypress

- Responsibilities:
  + Expertise usage of GitLab and JIRA as version control and tracking units
  + Implemented and maintained BE (Golang/NodeJS) microservices APIs
  + Improve SEO
  + Implement GTM and clevertab
  + Implement universal source support multiple countries and multiple languages reduce a lot of time for deployment
  + Optimize image, css in NextJs
  + Built and maintained components, widgets, for Airasia FE libarary (Phoenix storybook)
  + Performed extensive unit tests using Cypress for all components
  + Implemented multiple languages using i18

Project: Food (A mobile app delivering solution for restaurants and customers connect to order, manage Food)

- Main technologies: react native, react-native-testing-library, Jest

- Responsibilities:
    + Developed components, widgets, for Airasia native libarary.
    + Wrote testcase, document for components

Project: Oku Japan (A website for booking tour)

- Main technologies: reactjs, nextjs, redux, ESLint, Material-UI

- Responsibilities:
    + Built components, UI follow designs
    + Implement static site generators to improve SEO
    + Worked closely with the Back-End team to display data using the Custom Components and Redux

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Jul 2019 - Sep 2021
MYSCOOP APP
Remote Front-end Developer

 - **Projects: myScoop** (A storytelling platform and a marketplace where you can share images and videos and earn per download)

- Main technologies: html, javascript, reactjs + nextjs

 - Responsibilities:
    + Contribute ideas to improve user experience
    + Developed UI follow designs
    + Built partner CMS (allow partner to manage posts and their mission)
    + Built admin CMS (manage users and contents)
    + Worked closely with the Back-End team to display data using the Custom Components, library
Components, and Redux

Oct 2018 - Jun 2019
NGUYEN HIEP SOFTWARE
Web Developer

 - Main technologies: html, javascript, bootstrap, AngularJs, nodejs, jQuery, mongoDb
 - Projects:
    + Recruitment website (Vieclamtotnhat)
    + Beauty salon introduction website (Shynh house premium)

 - Responsibilities:
    + Develop UI follow designs.
    + Developed custom API layer to handle all CRUD, JWT token management and implemented interceptors to embed custom headers.
    + Extensively used GitHub, Source Tree for all of the distributed version control and source code manage-
ment (SCM)

May 2018 - Sep 2018
CITYNOW
Internship

Project: Bot reader introduction website
- Main technologies: html, javascript, css, reactjs

- Responsibilities:
  + Research and build website single page with ReactJs, Redux according to mentor

Project Website for clothing sells

- Main technologies: html, javascript, css, reactjs

- Responsibilities:
  + Build website single page with ReactJs
  + Implement cart with redux-thunk
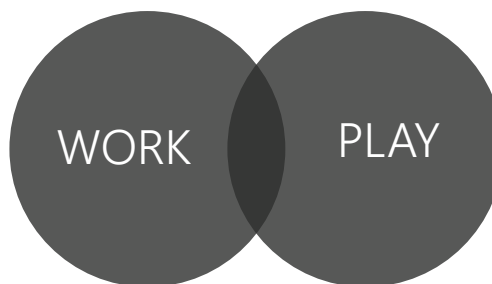 + Implement RESTful APIs to manage contents

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EDUCATION

Aug 2015 - Dec 2020

UNIVERSITY OF INFORMATION TECHNOLOGY
Computer Engineering

WORK AND PLAY

WORK   PLAY

INTERACTING
Requirements / Meetings / Training & Helping

THINKING
New ideas / Planning / Learning / Problem solving

IMPLEMENTING
Coding / Creating / Experimenting

SOCIALISING
Friends / Trips away / Volunteer / Parties

HOLIDAY
New destinations / New experiences / Exploring

HOBBIES
Badminton / Movie / Music / Travel