

HUA CHI QUAN

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EXPERIENCE

Senior Software Engineer	FPT Software	12/2016 – now
<ul style="list-style-type: none">Developed embedded software using C++ and later transitioned to full-stack web development using Python and JavaScript and various of technology stacks (PostgreSQL, AWS, NodeJS, ReactJS, Spark)Applied best practices (Code Smells, Design Pattern, OOP, Functional Programming) to optimize code and improve software performance, resulting in faster and more efficient and more elegant applications.Conducted code reviews and provided feedback to improve code quality and maintainability.Utilized AWS to build scalable applications.		
Mentor	FCT (FPT Computer Talent) club	10/2019 – now
<ul style="list-style-type: none">Mentored talented teenage programmers in programming fundamentals, data structures, algorithms, and software development best practices: https://fct-club.com/trainers/Utilized MOOC courses and the Open-Source Society University (OSSU) community to provide structured and comprehensive learning resources. (https://github.com/ossu/computer-science)Provided personalized feedback and guidance on coding challenges, projects, and code reviews.Fostered a positive and supportive learning environment to encourage growth and improvement.		

PROJECTS

Senior Software Engineer	Parcel Locker BI	03/2021– now
<ul style="list-style-type: none">Implemented data ETL system using Python, Spark, AWS Glue, Athena, Lambda but then transitioned to NodeJS, PostgreSQL, RabbitMQ due to performance reasons.Created and filled tables using Prisma as database connector, optimized schema and query operatorsCreated a custom adapter of Prisma for raw query due to its lack of support GROUPBY with SELECT operatorImplemented microservice route and Rest API to get and filter data from report and dashboard tablesImplemented UT, BDD, end-to-end tests to verify ETL results.Involved in developing UI for reports using ReactJS		
Senior Software Engineer	Franking Machine	12/2017 – 03/2021
<ul style="list-style-type: none">Developed a core framework that included utils used globally in the machine such as data structures (Linked List, Dynamic Array, Tree), String, abstraction for peripherals, CAN, Networking.Developed abstraction layer to use system calls across 2 OS, Linux and WinCE.Implemented templates and macros to simplify the usage of third-party UI librariesIncreased UT coverage to above 80 percent of modules to refactor legacy code and reveal potential bugs.Reduced up to 60 percent line of code on some module using refactoring methods, made them more reusable, independentDesigned and implemented Web APIs module for remote access and controlling		
Software Engineer	AR Animal	09/2017– 12/2017
<ul style="list-style-type: none">Developed an AR app that displays animal as AR models for a Japanese company using Unity on iOS and AndroidStudied papers and implemented indoor location solution using BLE and outdoor location solution using GPS		

EDUCATION

FPT University	2012 – 2016
B.S.E. in Electrical and Communication, GPA: 3.08/4	