

Bang Nguyen Huu

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Objective

Problem solver with an instinct for design who plans to use these qualities in a front-end developer role

Skills

Programming: C++, GLSL, HLSL, Javascript, Typescript, HTML, CSS, Dart // Linux (Debian, Arch, RHEL, Google Cloud), Android, iOS // NextJS, ReactJS, Svelte, ThreeJS, Tailwind, NestJS, Strapi, Flutter

Languages: Japanese (N2 / Business level), English (TOEIC 945 / Business level)

Education

Hung Yen University of Technology and Education | *BSc Software Engineering*

2010 – 2014

Experience

GoodCreate | Engineering Manager | Kagawa

2020 – 2022

FPT Software | Software Engineer | Hanoi

2016 – 2018

Gameloft | Game Engineer | Hanoi

2014 – 2016

Projects

Toxy | Engineering Manager | GoodCreate

2021 – 2022

- Built an app offering coupons based on user's location. Powered by a scalable backend server with NestJS, built to handle 50k/100k active users with 70,000JPY/10,000JPY monthly budget
- Reduce potential server cost by designing Microservice architecture and utilizing Docker and cloud service. Estimated saving at about 40% compared to legacy method
- Utilized API caching/UI hydration mechanic, resulting in highly responsive app with virtually zero loading UX after first initial load
- Built a fully automated CI pipeline with Fastlane and Github Actions

AtCreator | Engineering Manager | GoodCreate

2020 – 2022

- Managed an app making system, allowing users to build custom Android/iOS application with no technical prerequisite
- Maintained an automated app building system, using Laravel, Fastlane, Nodejs, XCode
- Built highly customizable React Native applications, offering 9 different themes with feature set suitable for various kind of application: restaurant, apparel shop, hotel, taxi services, and more

Research & Training | Engineering Manager | GoodCreate

2020 – 2022

- Trained 2 designers HTML/CSS; trained 2 developers React, Flutter reducing outsourcing cost for web segment to nearly zero
- Trained 2 team members Linux, networking and DevOps knowledge, improved company's technical availability
- Applied microservice architecture to replace traditional VPS, improved service reliability and reduce cost

HKMC | C++ Engineer | FPT Software

2017 – 2017

- Built media playing application for automotive devices using Qt
- Implemented lazy loading mechanic, handling thousands of song with small memory footprint
- Experienced with large C++ code base; utilized Coverity for static analysis

NSP64Bit | C++ Engineer | FPT Software

2016 – 2016

- Experienced in C++, memory management, 64bit coding patterns
- Experienced with large C++ code base with 2 millions line of code
- Solo developed a static analyzer to help cutting about 90% of manual effort. Analyzed C++ code content, process structured content with Regular Expression

Mobile Games | Game Engineer | Gameloft

2014 – 2016

- Experienced in C++, OpenGL, GLSL, HLSL, Android NDK, Box2D, Unity3D
- Analyzed, optimized complex games to run on low-end mobile devices
- Experienced in working with large and complex C++ project and build system
- Contributed in: Order and Chaos 2, Brothers in Arms 3, Ice Age Adventure, Shark Dash and many other games