

Bang Nguyen Huu

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hucanco.de

SKILLS

Languages: C, C++, Rust, Go, Typescript, Java, Kotlin, SQL / Qt, React, Svelte, NestJS, Flutter

Tools & OS: Docker, K8S, Terraform, Kafka, nginx, Redis, Linux, Android, iOS, AWS, GCP

EXPERIENCE

Technical Leader *NTQ Japan* (Gifu/Tokyo) **2022/08 - Present**

- Built complex and performant embedded applications

Engineering Manager *GoodCreate* (Kagawa) **2020/07 - 2022/07**

- Communicated with end clients to build responsive feature-rich EC websites, cross platform mobile applications
- In charge of engineering productivity. Conducted NodeJS, Flutter, iOS training activity

C++ Programmer *FPT Software* (Hanoi) **2016/04 - 2018/03**

- Developed performant and feature-rich embedded applications

Game Programmer *Gameloft* (Hanoi) **2014/03 - 2016/03**

- Developed, and optimized games for low-end mobile devices using C++, OpenGL
- Contributed in: Order and Chaos 2, Brothers in Arms 3, Ice Age Adventure, and many other games

NOTABLE PROJECTS

SDA *Terraform, Ansible, Kubernetes, AWS, ELK, Kafka, Go, Postgres* **2024/10 - Present**

- Built a fault-tolerant data extractor using Go to analyze dynamic schema binary data (20MB/s)
- Utilized Kafka Connect to support data ingress from Oracle, MSSQL, CSV, JSON
- Processed 1M record/hour, on 2 t3a.large AWS EC2 nodes

Hi-ABT *Linux, Android, μITRON, Java, C, C++, TCP, Serial* **2022/08 - 2024/07**

- Closely work with hardware team building software system to manage bus fare, with remote software update mechanics
- Handled complex communications between many embedded devices of 3 types, using TCP, Serial, HTTPS
- Customized Android OS boot procedure, applied various fixes and maintained system stability

Poker Simulator *Rust, WASM, Svelte* **2023/11 - 2023/12**

- Built a winning odds calculator for poker game (0.25M game per second). Try it [live](#)

Rubik & Dragon *Rust, WebGPU* **2023/11 - 2024/02**

- Built complex animated scene using WebGPU. See more: [github/hucancode/rubik](https://github.com/hucancode/rubik) and [dragon](#)

Toxy *Flutter, NextJS, NestJS, Google Cloud, Fastlane, Github Actions* **2021/08 - 2022/07**

- Collect requirements, design and build a location-based coupon offering app with Flutter, NextJS, NestJS
- Optimized 40% server cost by migrating to Cloud Run. Built a fully automated CI pipeline with Fastlane
- Utilized caching/UI hydration mechanic, resulting in highly snappy UX after first load

AtCreator *Laravel, Fastlane, React Native, XCode CLI* **2020/07 - 2022/07**

- Developed an app making system using ReactNative, allowing users to build and publish custom Android/iOS application with no technical prerequisite. Similar to Wix, but for mobile application
- Developed an automated app building system, using Fastlane, NodeJS, XCode CLI

HKMC *Qt, Linux, Coverity, IVI, Embedded* **2017/02 - 2017/11**

- Built media playing application for automotive in-vehicle infotainment (IVI) system using Qt
- Implemented lazy loading mechanic, optimized to handling thousands of songs with small memory footprint
- Fixed memory leaks, reduced object copy, optimized system performance. Utilized Coverity for static analysis

NSP64Bit *C++, Migration, Static Analysis* **2016/04 - 2017/01**

- Migrated 2M lines of code in C++ from 32bit to 64bit environment
- Built a RegExp-based static analyzer for C++ source code, automated about 90% of human effort

EDUCATION & CERTIFICATIONS

Incentive Prize, Professional Division <i>National Olympiad of Informatics</i>	2012
University of Technology and Education <i>BSc Software Engineering</i>	2014
C & C++ Certified Professional Programmer <i>C++ Institute</i>	2023
Certified Solution Architect Associate <i>Amazon Web Services</i>	2024