



## Vu-Lam TRAN

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## WORK EXPERIENCE

### **Senior Software Engineer Shopback**

HCMC, Vietnam

July 2019 - July 2020

Working as an engineer, it was a good position for me to learn about the company's business model and design architecture for microservices that I own. My responsibilities were developing store-service, with my team, to manage stores/shops and shop activities which includes marketing campaigns as the biggest one; product-service for handling products on the backoffice side. At the lower level, there were migrations from old services which used PHP to new services and took care about traffic monitoring, designed database models, optimized service performance, ...

Product: **Shopback** is an ecommerce company, which provides a new trend in digital marketing. Shops are going to pay less for reaching customers, while shoppers are earning cashback when shopping. For more detail, [shopback](#)

*Technologies/tools:* Javascript, Node.js, MongoDB, Redis, RESTful, Docker, Kubernetes, Jenkins, Travis, Mysql, AWS

*Frameworks:* Express.js

### **Co-founder, Socitech JSC**

HCMC, Vietnam

July 2018 - May 2019

Designed architecture, developed [society](#) as a full-stack developer and contributed ideas to build the project features.

Product: **Society** is a web application which helps companies train their staff in different branches easily. There are some highlight features such as peer-peer streaming, a set of exam generators, schedule management tools, ... it also allows the owner to invite/manage users, manage "class" and design personal pathways,...

*Technologies:* Javascript, Node.js, MongoDB, Redis, RESTful, Socket.io, Elasticsearch, rabbitMQ, WebRTC, Docker,...

*Frameworks:* Express.js, React.js

***Nodejs Developer, IT-Consultis***

HCMC, Vietnam

Oct 2017 – July 2018

Developing and maintaining backend systems which are integrated with AWS in order to store images, user data and manage error logs. We solve problems about optimizing the amount of stored data for 25000 user's timeline each containing 500 images.

Product: **FashIcon** is a mobile app. It allows users to post their pictures which are related to fashion. It has a leader board and 3 kinds of ranking: "weekly", "monthly" and "all the time" based on post's likes. Besides, a user can give advice to other people and receive advice from others about his/her look.

*Technologies:* Javascript, Node.js, MongoDB, Redis, RESTful, Socket.io, Elasticsearch, rabbitMQ, Amazon Kinesis,...

*Frameworks:* Koa.js, Express.js, Vue.js (frontend).

***Software Engineer (Front-end, Back-end), Firefly Innovative***

HCMC, Vietnam

Sept 2014 – Sept 2017

My responsibilities in project are to develop real-time chat system, customer website's embedded comment widget, email processing center, Facebook real-time data processing, Zalo real-time data processing,... to develop main pages where customer work such as Facebook, Zalo application's UI (showing/responding Facebook, Zalo messages and comments), customer's support channel and to create HTML custom elements, project's javascript library,...

IZIHelp is a multi-channel help desk which includes Facebook, Zalo, email, Gmail, Youtube and many activities to help users satisfy their customers. From IZIHelp, supporters are able to collect all requests (comments, messages) on listed channels and support customers with the best.

*Technologies:* Javascript, Node.js, MongoDB, Redis, RESTful, Socket.io, Elasticsearch, rabbitMQ,...

*Frameworks:* Aurelia on client-side, Express.js on server-side.

## HONORS & AWARDS

### *ACM ICPC (International Collegiate Programming Contest)*

**Honorable Mention** in The ACM ICPC Asia Regional Contest, Da Nang (2013).

**Third Prize** – The 2013 ACM ICPC Vietnam National Online Contest (2013).

**Honorable Mention** in The ACM ICPC Asia Regional Contest, Hanoi (2012).

**Third Prize** – The 2012 ACM ICPC Vietnam National Online Contest (2012).

ACM International Collegiate Programming Contest (abbreviated as ACM-ICPC or ICPC) is an annual multi-tiered competitive programming competition among the universities of the world.

## EDUCATIONAL BACKGROUND

**B.Eng., Software Engineering**, Sept 2010 – Sept 2014

**Can Tho University**, Vietnam

## ADDITIONAL INFORMATION

### *Languages:*

Vietnamese: Native.

English: Intermediate.

### *Personal projects:*

#### **“Magic Cube” game (2014)**

Magic Cube was a game application based on the rule of Magic Square with positive changes, such as the way to select the numbers was multiple-choice with four answers, the cube could be interacted through turning to choose the answer, and the interface was easy to interact, etc. Moreover, this application was added some convenient features for players such as choosing difficult levels, saving the current match, saving personal records, turning on/off the sound, showing the right answers, etc. This application was built on **Windows Phone 8.0 platform** with **.NET framework 4.0**, using **Silverlight**, **LINQ** technology and **XAML**, **C#** language to design and program.

#### **“Caro” game**

Caro game was designed and programmed in **Java language**, users could play against each other in a LAN thanks to **Socket** technology.

### *Theses:*

#### **Website “Coinstrader” (2013)**

Coinstrader allowed users to exchange money between markets, transfer money and open transaction orders. It could connect users’ online wallet based on their provided information. **Laravel** was the main framework used in this project. Entrust package was used for setting up users’ roles and permissions. The website was developed by **PHP**.

#### **“Music synchronization” application (2013)**

This application was designed and programmed in **Java language**. It had some typical features for users such as sharing, listening, downloading music in a LAN connection via a server. In this project, we used **Hibernate** and **Spring** for storing and retrieving data on server and **Java Media** framework for streaming music from server and playing music on application client.

### *Interests:*

Data Structures and Algorithms.  
Full-stack Software Development.  
Game Development.