



PHẠM TẤN HÙNG

JAVA BACKEND DEVELOPER

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About me

As a gamer who loves programming, I worked as a game developer in the early career, now with experience and knowledge in software development, I commit to delivering helpful software in high quality.

Experience

Mobile game developer

Gameloft Vietnam

2007 - 2010

Porting mobile game to Java(J2ME) devices

Learn & Gain

- Game programming
- Java programming
- Optimization on thin client

Reference

- Trần Xuân Vượng: Project manager
(<https://www.facebook.com/vuongx>)
- Võ Toàn Thuận: Project leader (0938450250, thuanvt@vng.com.vn)

Backend Developer

FPT Online

2010 - 2012

Join a start up project, research and developing server for a dancing online game. It's a room – based, realtime server written in C++ and Postres SQL.

Learn & Gain

- C++
- Network programming
- Postgres SQL
- MSSQL

Reference

- Ngô Minh Quân: Project manager (8minhquan@gmail.com)

Backend Developer

VNG

2012 - 2014

Join a team to developing high scale online social game operated on a local social network (me.zing.vn). In charge of:

- Building a large web service using JAVA and Couchbase.
- Building support tools for operating team: gmtool, monitor
- Maintaining backend
- Writing unit test.
- Take part in game developing

Learn & Gain

- Java NIO programming
- Web service
- Operating a game
- Web programming
- Linux
- Unit test

Reference

- Nguyễn Đình Thi: Project manager (0916288285, thind2@vng.com.vn)
- Võ Toàn Thuận: Project leader (0938450250, thuanvt@vng.com.vn)

About the product: <http://me.zing.vn/apps/hangrong> (currently inactive). A social web game, written in flash at client, quite familiar to a farming game, includes lots of mini games inside.

- Millions of users a month with high rate of interacting
- Peak CCU to 10000
- Run smoothly during lifecycle (around 4 years)

Senior Backend Developer

VNG

2014 – 5/2018

Work in a team with member have many different backgrounds (PM, game designer, game operator...) to transform ideas to game product.

- Design, build, deploy, maintain high backends for social mobile game published in many markets.
- Involve in developing from start to build a socket game server, high scale, quick response support variance type of clients.
- Support concerning teams, lead & training new member for backend team.
- Report app health and user behaviors

Product detail: Code name Tinifarm ('Nông Trại vui vẻ' in Vietnam market, Happy Farm Garden Flower in SEA), a social mobile game which combine farming to feeding pets.

- Support Android & IOS from middle to high end devices.
- During lifecycle, the game has millions download, peak CCU to 10k, 500.000 monthly users average.
- Link:
<https://play.google.com/store/apps/details?id=com.ntvv.nongtraivui>

- Some screenshots:

Learn & Gain

- Building backend system for an application from sketch
- Operating mobile game at oversea markets
- Leadership & training
- Practice continuous delivery using Jenkins
- Practice SCRUM process
- Cloud deploying (Google Cloud)
- Social network integrating: Facebook, Zalo
- Appstore management
- Building game with Unity

Reference

- Nguyễn Minh Nhật: Project manager (0913964767, nhutnm@vng.com.vn)
- Trần Trung Hậu: Directed manager (0983370627, haultt@vng.com.vn)

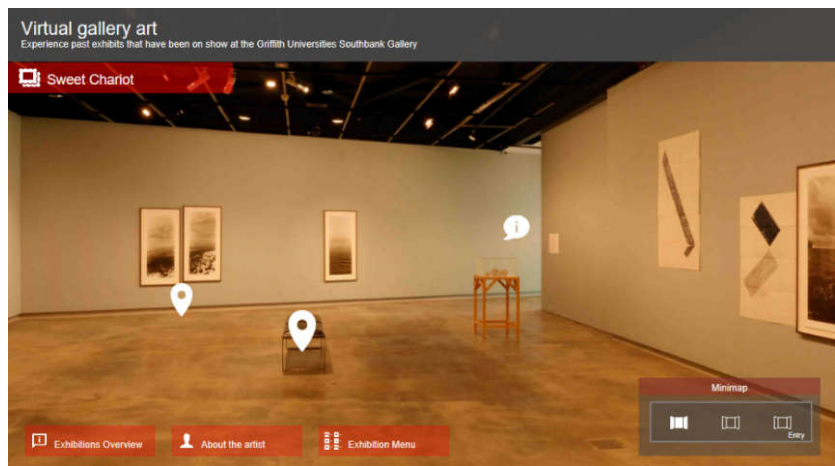
Pet project: a virtual gallery

Freelance

2017

Cooperate with a designer, i built a homepage for a gallery. This site describes art exhibitions and let user make virtual visits. Built with CSS and Javascript, the site gives visitors a spectacular panorama view like they stand right at the exhibitions.

Without heavy backend behind, just Javascript (Three.js) and JSON, it still allows the administrator to update or schedule new exhibitions. It's a lot of fun to making this, an example of how simple technologies can create elegance & functional products.



Sernior Backend Developer

NHN Entertainment Vietnam

6/2018 - Present

- Maintain and development new features for a set of 4 multiplatform casino game's servers
- + Monitor system
- + Fix bug

- + Implement new feature: missions for card games
- + Research elastic stack for monitoring & reporting

Learn & Gain: Ogame's game servers are high-performance, scalable servers with cutting edge technology and techniques: Java, Micro thread, ZeroMQ, Micro services...

Reference

Ms Nguyen Thi Ngoc Thao, HR Manager

NHN Vietnam Co., LTD

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Mr Lee Jea Youn, Project Lead

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Skype: wjdwo80

Language

Very good in English

Technical Skills

Java

Most expert and skilled language, has knowledge and experience in OOP, Non blocking IO, multithreading programming.

Familiar with Java frameworks: Play, Spring, Hibernate, Netty

Some hand-on experience with J2EE

SQL

Can use SQL fluently, most familiar with MySQL and MSSQL.

NoSQL

Memcache and Couchbase: experienced

Redis, MongoDB: basic

Web

Can use PHP and Nodejs fluently for backend

Quite good with HTML and Javascript

Some hand on experience with Bootstrap, JQuery

Scripting

Python: basic

Groovy: frequently used

Text processing: good at regular expression, awk

Tools & Methodology

Familiar with GIT, Jira, Maven, Ant, Gradle
Practiced software develop with Agile for years
Practiced CI/CD for years (most experienced with Jenkins)
Some hand on experience with cloud service (Google Cloud)

Education **University of Science**
BSc, Major in Software Engineering