NGAN NGUYEN TUYET
SOFTWARE ENGINEER

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SKILLS

Programming Language
Java, PHP, HTML, CSS, JS, C#, shell script, python, C++, awk

Database
MySQL, Kyoto Tycoon, MSSQL, ORACLE

Framework/Technology
VueJS, jQuery, Angular JS, Struts (Java), Hibernate, Apache, Tomcat, JBoss

Software/Environment
Redmine, SVN, Git, CentOS

LANGUAGE

English
Professional working proficiency

Japanese
Limited working proficiency

Vietnamese
Native

CERTIFICATES

FUNDAMENTAL INFORMATION TECHNOLOGY ENGINEERS EXAMINATION (FE)

TOEIC L&R 975

EDUCATION

B.S. Computer Science
at Vietnam National University – Hanoi University of Science

SUMMARY

Experience in Full-Stack Web Development with Java and PHP back-end, and eager to learn any technologies or procedures that the job would require. Completing tasks with the highest quality is my priority, and I want to devote myself to work that can inspire its users.

EXPERIENCE

KOEI TECMO SOFTWARE VIETNAM
ONLINE SOCIAL GAME DEVELOPER | Aug 2016 – Dec 2020

○ Handle all assigned project's related programming tasks (including front-end, back-end and server related tasks).
○ Java training for the department's new hire (2017 – 2020): basic web knowledge training and code review based on their committed project.

Business trips:

○ Koei Tecmo Singapore (MAY 2018 – AUG 2018)
○ Koei Tecmo Japan (JUL 2019 – DEC 2019)

PROFESSIONAL PROJECTS

JUN 2019 - DEC 2020	100 万人の三國志 (1 million RTK generals)
	PHP, MySQL, HTML5, jQuery, CSS3, Memcached, APACHE HTTP Server Project, CentOS

APR 2017 - DEC 2019	モバノブ (Nobunaga's Ambition for Mobcast)
	Java, HIBERNATE, MySQL, APACHE HTTP Server Project, Angular.JS, JBoss by Red Hat, HTML5, CSS3, jQuery, KYOTO TYCOON, CentOS

OCT 2016 - MAR 2017	のぶニャがの野望 (Nobunyaga's Ambition)
	Java, MySQL, APACHE HTTP Server Project, Tomcat, HTML5, CSS3, jQuery, CentOS

WORK DETAILS

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STUDENT PROJECTS | Sep 2012 – Jun 2016

Virtual Pets Multiplayer Games – Play minigames to earn money, buy and raise virtual pets (Solo project)

- Tech stacks: Java (Swing) & MSSQL.
- Project built using the MVC architectural pattern, which support different users to play and compete with each other's. Player's data is stored in the databases, and the data can also be managed by a separated admin tool.
- Coding patterns was implemented for practice purpose, like Singleton coding pattern and Factory pattern.
- Different minigames was implemented alongside with the main pet raising feature.
- Github: https://github.com/ngantn1994/partnerTown & https://github.com/ngantn1994/partnerTownConfig

Online Information Library for Vietnamese Traditional Medicine – Information website (Team project – main coder)

- Tech stacks: PHP (with front-end HTML, CSS, jQuery, Ajax) & MySQL
- Information websites which support a complex search function to support searching by medicines recipes and herbs. Users can login to save their favorite information for further references, and admins can manage the data by adding, editing, or removing the records.
- Github: https://github.com/ngantn1994/dongyonline

Decision Support System for using Vietnamese Traditional Medicine – Virtual Assistant application (Team project – main coder)

- Tech stacks: Java (Swing) & ORACLE
- Virtual Assistant for people who wants to use Vietnamese Traditional Medicine. Through users' question and answer of symptoms, the system will recommend suitable medicines and exercises.
- Github: https://github.com/ngantn1994/dss2016

KOEI TECMO SOFTWARE VIETNAM | Aug 2016 – Dec 2020

Koei Tecmo Vietnam's training project – Mini online multiplayer game | Aug 2016

- Tech stacks: PHP (with front-end HTML, CSS, jQuery, Ajax) & MySQL
- Multiplayer game which supports real time multi player battles, room creating, and online chatting.

Koei Tecmo Vietnam's training project – Mini online multiplayer game | Sep 2016

- Tech stacks: Java (with front-end HTML, CSS, jQuery, Ajax) & MySQL
- Multiplayer game with complex UI animations, which supports playing through different levels, online leader board and online item shop.

のぶニャがの野望 (Nobunyaga's Ambition) – Online multiplayer game from Koei Tecmo Games, which ran on Mobage, MyGamecity, Mixi, dGame and Colopl | Oct 2016 – Mar 2017

- Tech stacks: Java (Apache Click), front-end jQuery (with HTML and CSS), MySQL databases, with CentOS web servers which ran Apache web server and Tomcat Application server
- Design & build new admin tools to support the planners in user's data collecting, sale analyzing and game event setup (separate Java web admin tools)
- Development of iOS app version (web view which load the mobile version of the game through the platform API and develop the new functions to support the API feature on iOS: login using app store id, text data verification using platform API, and item buying functions).

モバノブ (Nobunaga's Ambition for Mobcast) – Online multiplayer game from Koei Tecmo Games, which ran on Mobcast, MyGamecity, dGame and GREE | Apr 2017 – Dec 2019

- Tech stacks: Java (Struts 2 core & Hibernate), front-end AngularJS (with HTML and CSS), MySQL databases with Kyoto Tycoon cache database, web servers using CentOS with Apache web server and JBoss application server.
- Design & build new admin tools to support the planners in user's data collecting, sale analyzing and game event setup (separate Java web admin tools)
- Develop new feature for planners' Excel reader & XML editor (using C#).
- Develop new features and event according to the specs from planners (for example: new Equipment system which allow players to collect equipment by recycling their old generals, and then equip them on their new generals for better stats and new effects).
- Server monitoring: daily access log & JBoss log checking to make sure the game is working fine, the cron jobs ran on time; if there were any problems then fix it.
- Databases monitoring: make sure the Master – Slave replications between servers are working fine and manage the live time of the cache server (manually remove old records after a while).
- Weekly production update: deploy the back end to .war file, deploy the front-end, prepare SQL update queries, and update them to the web servers during the game's maintenance period.
- Customer report investigation: Invest the database data and the server log to check if there were any bugs or problems, and reply the customer report department with the details, or fix the bug.
- Compensate the users according to the investigation result: collect the data from MySQL databases, filter the necessary data, then construct the compensation SQL queries (usually giving players new items, or fix their data).
- From May 2019 to December 2019: one-man handling project's programmer tasks & server related tasks until service termination (2019/12/04). Daily monitoring the servers, close the game on maintenance days, update the project, then open the server with the new version.

100 万人の三國志 (1 million RTK generals) – Online multiplayer game from Koei Tecmo Games, which ran on GREE, dGame and Colopl. | Jun 2019 – Dec 2020

- Tech stacks: PHP, front end jQuery (with HTML and CSS), MySQL databases with Memcache, web servers using CentOS and Apache.
- Design & build new admin tools to support the planners in user's data collecting, sale analyzing and game event setup (separate PHP admin tool).
- Daily server monitoring: Daily Apache log & PHP generated log checking to make sure the game is working fine, the cron jobs ran on time for events; if there were any problems then report and fix it.
- Production update: live code updating by prepared scripts and SQL queries excuting.
- New feature and event development: each event is a big feature with lots of functions like event rewards, player points, PvP function, Raid Boss function, etc. Based on the assigned part, create related database's tables, as well as both front-end and back-end code.
- Construct server log back-up system to auto copy the log files from the web servers at a fixed time each day, scp them back to the Vietnam backup server.
- Contribute to data checking tool (python) to run before event to validate the data that planner inputted.

PERSONAL PROJECT

https://ntuyetngan.com – Personal website

- Hosting on Amazon S3 – Single page application using VueJS (with VueCLI support from NodeJS & Webpack)
- Github: https://github.com/ngantn1994/ntuyetngan