

Tai Vong

+84-965-599-853 · chitai.vct@gmail.com · vchitai.github.io
384 Hoang Dieu, Ward 6, District 4, Ho Chi Minh City

BACKEND SOFTWARE ENGINEER

Motivated and results-driven backend engineer seeking a challenging position to build great products. Offering a strong foundation in software engineering: cloud computing, distributed system and team management, with a proven ability to drive efficiency, deliver successful outcomes and collaborate within cross-functional teams.

PROFESSIONAL EXPERIENCE

Geniebook

Aug 2022 - Present

Geniebook is an Edtech platform provide tools for online learning experience with personalised AI system, including live online lessons, real-time chat system and AI-personalised worksheet generator.

Backend Technical Leader

- Design, plan, and transform the legacy system from monolith architecture in PHP language into a modern microservices ecosystem of Go language, reduced the server cost by 20% with performance improved significantly, enable the development abilities for future features.
- Develop internal core framework & platform libraries for new microservice development
- Grow team members to work with latest Go gRPC ecosystem and apply TDD culture.

Be Group JSC

Mar 2021 - Aug 2022

Be Vietnam is originally a ride-hailing company. Now it is a multi-service platform providing many services, including transport, delivery, ads and flight booking,...

Software Engineer Lead

- Drive team to maintain internal file uploading & distributing system, centralized notification system (handle push notifications, APNS and mailing), WebRTC calling system, internal API gateway.
- Maintain internal framework and core libraries
- Drive team to develop an in-house SaaS for creating, assigning and evaluating test and practice for whitelisted user segments.

Senior Software Engineer

- Develop the next version of internal framework and revamp core libraries for Go gRPC microservices ecosystem.
- Develop an in-house real-time messaging, mailing & WebRTC calling PaaS, come with a built-in SaaS websocket & notification service, to enhance customer communication.
- Develop in-house case management SaaS for manage customer's supporting ticket to replace the Salesforce CRM with internal performance tracking and evaluation customization.
- Design, plan and drive team to develop in-house driver on-boarding flow management, supporting a new driver complete the registration process.

Teko Vietnam

July 2018 - Mar 2021

As one of the key members of VNLife Group, Teko is a SaaS company providing cloud-based platform to promote digital transformation capacity of businesses in retail segment.

Backend Software Engineer

- Develop the Integration system for transforming the old monolith retailer system to a new system with microservices architecture
- Develop a market analysis tools with a crawler crawling competitive products daily.
- Develop the new order system to support offline retail operation, then expand to support multi-channel: telesale and online websites, further with extra components to handle whole order fulfilment flow for different sellers.
- Design and implement the internal framework of next-gen monorepo eCommerce ecosystem in Go gRPC microservices.

AILab - HCMUS

Jun 2017 - Nov 2018

Artificial Intelligence Laboratory of University of Science, National University Ho Chi Minh City has the research fields of AI and robotic algorithms

Contractor

- Develop MooC system for publishing live online courses from eDX oss, with a code grading for evaluating students' codes in sandbox.
- Compose the learning documents and courses for Python for beginner source
- Develop websites and system to crawl and process Youtube videos to create automatic subtitles for demo our laboratory's main product

EDUCATION & CERTIFICATIONS

Bachelor of Information Technology

Honors Program (GPA: 8.82/10)
VNUHCM - University of Science

ACADEMIC PUBLICATIONS

- The New High-Performance Face Tracking System based on Detection-Tracking and Tracklet-Tracklet Association in Semi-Online Mode **(2020)**
- Python programming self-study **(2019)**
- Video segmentation using keywords **(2018)**

PROJECTS

PokerAge Game

Nov 2021 - May 2023

- Revamp the game state s2c synchronizing mechanism, making the game from being out of sync and unable to play normally to the state of running with high stability.
- Develop the in-game communication channels: in-game chat and in-game call system with smooth performance based on user reviews.
- Develop the gaming bot for the game mode: NLH, PLO and Short-deck
- Develop the tournament coordinator module that handle the operations for Poker tour, including managing tour formats, tour attendee, tour payout, tour tables arrangement, ...

Onme Streaming App

May 2021 - Sep 2021

- Develop Media Auto-transcoding Pipeline, a core project in Content Producing Services, that helps transcode input video into a streamable format. It is scalable in multiple pods, using multiple GPU cores.
- Develop User Activity Service, a core service that continuously logs user activities at high velocity like comments, likes, subscribers of content like channel, video or streaming party, playlist, watch history, followers of a user. The service has achieved the initial requirements of being able to serve for approximately 500Rps with only 3 pods running.