

Zach Nguyen

10 years of experience across two industries in SEA and the UK

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Experience

Lead Software Engineer @ DataXight (*Jun 2024 - present*)

Vietnam

- Developed cloud-native Life Science platforms for US companies and government agencies.
- Led teams of software engineers and bioinformaticians.
- Built modern bioinformatics pipelines using new technologies such as Polars.
- Worked with industry leaders like DNAnexus and precisionFDA.
- Contributed to open source bioinformatics packages.

Senior Software Engineer @ Creative Assembly (*Jan 2021 - May 2024*)

United Kingdom

- Developed highly resilient gaming services for AAA titles.
- Designed and built platforms that can handle 10,000s concurrent users with 99.995% - 99.999% availability.
- Designed and implemented novel subsystems using Erlang and Lua.
- Worked on award-winning franchises like Total War and Alien: Isolation.

Bioinformatics Engineer @ EMBL-EBI (*Jan 2020 - Dec 2022*)

United Kingdom

- Developed modern APIs and databases for bioinformatics research.
- Automated the deployment and monitoring of data science pipelines on Google Cloud Platform.
- Grew scientific libraries into production-ready software services.
- Worked with academic leaders from Europe's largest life science institute.

Lead Software Engineer @ Flare Alma Technologies (*Mar 2017 - Dec 2019*)

Singapore

- Led the migration of a legacy ad-hoc tech stack to a AWS-backed automated one.
- Laid the foundation for proper version control, automated tests, and continuous integration.
- Trained an inexperienced team in modern software development practices.
- Produced reliable and predictable feature delivery for business teams.

Senior Software Engineer @ East Agile (*Mar 2015 - Mar 2017*)

Vietnam

- Designed and developed legal document processing pipelines and social media bots for US news agencies.
- Implemented natural language processing algorithms using Python's libraries like NLTK.
- Mentored junior engineers.

Software Engineer @ Misfit Wearables (*Apr 2014 - Feb 2015*)

Vietnam

- Developed health-tracking applications for mobile platforms.
- Prototyped high-bandwidth wireless network protocol with firmware engineers and data scientists.

Research Intern @ Boston University (*Aug 2013 - Apr 2014*)

Remotely from Vietnam

- Implemented signal processing algorithms for EEG devices using NumPy and C++.

Skills

- Fluent in a diverse range of programming paradigms and ecosystems, including Python, Go, Erlang, and Rust.
- Large scale data processing with technologies like SQL, Apache Spark, and Polars.
- Cloud infrastructure design (network routing, load balancers, access control, etc.) and automation (Terraform, Pulumi).
- Technical and people leadership across many different industries and cultures.

Education

Bachelor of Science in Computer Science

Vietnam National University