Giang Nguyen

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• ABOUT ME

- 10 years of experience across Python, Go, C++, Erlang, bioinformatics, and backend/data engineering in general
- 2+ years in a leader position
- Certified GPU programming skill

• WORK EXPERIENCE

01/2022 – CURRENT Horsham, United Kingdom
SENIOR SOFTWARE ENGINEER, DISTRIBUTED SYSTEMS CREATIVE ASSEMBLY

Designed and built:
- Distributed systems in Erlang and Python
- Streaming pipelines with Kafka, MongoDB, and PostgreSQL
- Serverless APIs with AWS Lamba and DynamoDB

In addition:
- Automated AWS infrastructure with Terraform
- Orchestrated containers with Kubernetes and Helm
- Monitored services with Grafana, Sentry, and Logstash
- Mentored junior developers and newcomers

01/2020 – 12/2021 Cambridge, United Kingdom
DATA ENGINEER, BIOINFORMATICS EUROPEAN BIOINFORMATICS INSTITUTE

- Developed bioinformatics libraries in Python, C++, and Rust
- Built data pipelines with Airflow, MongoDB, PostgreSQL, and Neo4j
- Wrote large batch jobs in Apache Spark
- Managed Kubernetes clusters on GCP using Helm
- Wrote data processing scripts in R

03/2017 – 12/2019 Singapore
LEAD SOFTWARE ENGINEER FLARE ALMA TECHNOLOGY

- Led a technical team of 5 people
- Envisioned high-level architectures, anticipated scale and technologies for planned features
- Facilitated technical design discussions and knowledge sharing
- Reviewed the overall code design and potential subtle bugs of merge requests
- Involved in hiring and performance reviews
- Designed and developed gRPC APIs with Go and Kafka

03/2015 – 03/2017 Ho Chi Minh, Vietnam
SENIOR SOFTWARE ENGINEER EAST AGILE

- Designed and developed REST APIs and SPAs with Django and React frameworks
- Successfully advised and delivered solutions to 2 US-based clients
- Mentored 2 junior developers into associates

01/2014 – 12/2014 Vietnam
SOFTWARE ENGINEER MISFIT WEARABLES (FOSSIL GROUP)

- Developed iOS applications for health tracking
- Collaborated with firmware engineers and data scientists to prototype new devices and protocols
- Presented internal tech talks

06/2013 – 12/2013
SCIENTIFIC PROGRAMMER BOSTON UNIVERSITY

- Wrote signal processing scripts with NumPy and SciPy
- Built 3D visualisations with WebGL
- Contributed to open source software for EEG research

EDUCATION AND TRAINING

2009 – 2013 Ho Chi Minh, Vietnam
BACHELOR OF SCIENCE - ADVANCED PROGRAM IN COMPUTER SCIENCE
Vietnam National University, HCM - University of Science

SCALING WORKLOADS ACROSS MULTIPLE GPUS WITH CUDA C++ NVIDIA

Website https://courses.nvidia.com/certificates/f7c52415223940b1bc8cf849f8e90ae1/

FUNDAMENTALS OF ACCELERATED COMPUTING WITH CUDA C/C++ NVIDIA

Website https://courses.nvidia.com/certificates/5f9d4a24ef354c9db6088900a2386522/