

NGUYEN VU LINH

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SUMMARY

I am a Software Engineer with extensive expertise in backend development, API design, and scalable systems, having worked on large-scale projects at Sendo and FPT Telecom. I am passionate about AI and machine learning and ready to explore AI-driven solutions. With knowledge in Golang, Python, C (Basic), and databases like PostgreSQL and MongoDB, I intend to use my technical background to create creative AI-powered apps.

EDUCATION

University of Science - VNUHCM

MSc. in Artificial Intelligence **GPA: 8.05/10**

BSc. in Information Technology; **GPA: 8.08/10**

Ho Chi Minh City, Vietnam

Oct 2023 – Present (Jan 2026 expected)

Aug 2017 – Apr 2022

SKILLS

Programming languages: C#, Python, Go, JavaScript, SQL

Web & Backend Technologies: Flask, FastAPI, Gin

Databases: PostgreSQL, MongoDB, Redis

API Development: RESTful APIs

DevOps & Tools: Git, RabbitMQ

Machine Learning & Computer Vision: OpenCV, PyTorch, TensorFlow

Software Development Practices: Agile, OOP, Functional Programming

EXPERIENCE

Sendo

Ho Chi Minh City, Vietnam

Software Engineer

Oct 2023 – Present, Full-time

- * **Project Sendo Farm's Partner:** An online marketplace that allows customers to order and receive clean, fresh produce, meat, seafood, and eggs at specific locations close to their homes. By empowering people and families to become sales and distribution partners, this approach not only delivers competitive price and convenience, but it also creates economic prospects.
 - **Team size:** 6
 - **Tasks and Responsibilities:**
 - Designed, implemented, and maintained services and features for the Sendo Farm Partner app based on business requirements.
 - Developed the backend platform, including building the core framework and codebase.
 - Set up and monitored system infrastructure to ensure stability and performance.
 - Wrote unit tests, integration tests, and end-to-end (E2E) tests to validate business logic.
 - Provided technical training and knowledge-sharing sessions for new team members.

FPT Telecom

Ho Chi Minh City, Vietnam

Software Engineer

Nov 2021 – Aug 2023, Full-time

- * **Project Gamification System:** A platform that allows users to participate in various internal and external games across different genres. Players can track their achievements, view game history, and engage with other interactive features.
 - **Team size:** 6
 - **Tasks and Responsibilities:**
 - Contributed to the development of the core game system.
 - Developed a help portal for user support and assistance.
 - Designed and implemented a ranking system for players.
 - Integrated multi-channel notifications to enhance user engagement.

- * **Project E-Commerce:** A system that enables users to purchase both internal and third-party products with competitive pricing and flexible policies. Users can track their orders, share tracking details, and access their order history.
 - ***Team size: 6***
 - ***Tasks and Responsibilities:***
 - Developed a tool portal for managing product listings, including adding, editing, and deleting products.
 - Integrated third-party products into the platform.
 - Implemented utility functions to enhance the customer experience.
 - Designed and developed a promotion service to support marketing campaigns.