Vo Bui Phu Hung

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Education

University of Science - VNUHCM   **2020 - 2024**
Bachelor of Science in Computer Science   *Advanced Program in Computer Science*

- **GPA:** 3.67/4 (8.31/10)
- **Relevant Courses:** Data Structures & Algorithms, OOP, Database Management Systems, Computer Hardware, Operating Systems, Mobile Development, 3D Visualization and Game Development
- **Languages:** English - 7.0 IELTS

Experience

Rawbots Interactive Inc.   **Sep 2022 - Sep 2024**
Software Engineer   *Canada (Remote)*

- Worked (mostly) in a team of 3 to design and implement a scalable microservices-based server architecture.
- **Data Indexing:** Bulk on-chain transactions processing via an injection service from Kafka to MongoDB and Elasticsearch. Provided a thin REST layer for serving indexed data.
- **Content Delivery:** Integrated IPFS for content delivery and efficient decentralized storage of encrypted user-generated content. Built a coordinator dynamically assigning CIDs to external providers with a reward-distribution mechanism.
- **Mobile Development:** Contributed to a social media application by designing/structuring state management (BLoC), implementing push notifications (FCM), and setting up deployment for both Android and iOS.
- **Cryptography:** Designed a blockchain-based end-to-end encrypted (E2EE) chatting feature and provided cryptographic support to client-side teams.

Gameloft   **Feb 2022 - Aug 2022**
Unity Developer Intern   *Ho Chi Minh City*

- Worked in a team of 8 developers to maintain and implement new features in a launched multiplayer game.
- Restructured the hierarchical Prefab system, improving modularity and enabling more efficient and time-saving integration of new content and addons.
- Collaborated with back-end developers to build a Downloadable Content (DLC) system leveraging Unity Addressables.

Projects

Bitcoin Layer-2 Wallet | *Graduation Thesis*   **Dec 2023 - Aug 2024**

- Supervised by Dr. Tran Trung Dung on designing and developing a user-friendly cross-platform desktop cryptocurrency wallet on the Taproot Assets Protocol (TAP) using the Wails framework.
- Researched and integrated relevant technologies, including Lightning Network, for a seamless token management.
- Conducted research on a secure and decentralized algorithm to improve TAP's cumbersome token exchange flow.
- Developed a minimal backend service, enabling seamless token exchange and serving indexed on-chain data. Automated deployment by implementing a CI/CD pipeline.

Online Code Judge | *GitHub*   **Nov 2024**

- Implemented in Go, enabling isolated and multi-language code execution using Docker-in-Docker (DinD).
- Utilized the native Docker client to measure execution metrics and employed NATS for asynchronous communication.

Coordinator-free Distributed Database | *GitHub*   **Feb 2025**

- Used Raft consensus algorithm to ensure strong consistency and fault tolerance among multiple SQLite nodes.
- Utilized Gossip protocol in Hashicorp's Memberlist for decentralized cluster membership management.

Technical Skills

- **Languages:** Go, TypeScript, C++, SQL, Dart, C#
- **Frameworks & Skills:** NestJS, MongoDB, Cassandra, PostgreSQL, Redis, Kafka, Raft, Protocol Buffers, gRPC, Docker, Unity Engine, Flutter, Lightning Network
- **Tools & Technologies:** Docker, Kubernetes, AWS, Google Cloud Platform, Git, CI/CD