

Đoàn Việt Dũng

JAVA BACKEND ENGINEER

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PROFESSIONAL SUMMARY

- Over 5 years of hands-on experience in Java backend development using Spring Boot.
- Skilled in high-load processing, performance optimization, microservices, and event-driven architecture.
- Successful in redesigning legacy systems, converting technology to java
- Experienced in reviewing code, mentoring junior developers, and working closely with Business Analysts.
- A self-driven developer with a growth mindset, committed to demonstrating a strong work ethic and contributing significantly to your company's success.

EDUCATIONS

Posts and Telecommunications Institute of Technology 2018 - 2023

Information technology/ Information system

TECHNICAL SKILLS

Backend	Java (Spring Boot 2.x, 3.x)
Databases	MySQL, MongoDB, ClickHouse, Couchbase, Redis, Elasticsearch
Messaging & Realtime:	Kafka, Websocket, Centrifugo
Architecture	Microservices, Event-driven, DDD, Kong Gateway
Tools	Git, Docker, Sentry, Jira, ELK, Cursor AI, Codex
Devops / CI-CD	Jenkin, Gitlab-runner, Docker, Linux, K8S, ArgoCD, Rancher

WORK EXPERIENCE

RULE THE SEA (https://rulethesea.org/)	05/2026 - present
Backend Developer	
GIAO HANG TIET KIEM JSC (https://gh tk.vn/)	04/2022 - 05/2026
Java Backend Developer	
TOPRATE TECHNOLOGY SOLUTIONS AND RESOURCES JOINT STOCK COMPANY	3/2021 - 4/2022
Web Developer	

PROJECTS

GAME ANALYTIC - RULE THE SEA	05/2026 - Present
Backend - Developer	

Description: • A real-time multi-game analytics platform designed to collect, process, and query game metrics such as DAU, retention, session statistics, user behavior, and dynamic user segments.	
Team size: • 1 developer member	
Position in project: • Backend Developer	
Responsibilities in project: • Designed and developed microservices for real-time game event ingestion, user authentication, and analytics reporting. • Built Kafka-based event pipeline to collect user/game events and batch insert them into ClickHouse. • Designed ClickHouse schemas, MergeTree tables, materialized views, TTL policies, and rollup tables for fast analytics queries. • Developed RESTful APIs for DAU, retention, session statistics, raw events, dashboard overview, CSV/JSON reports, and segment evaluation. • Implemented dynamic segmentation system with configurable metrics, segment rules, SQL compilation, scheduled rebuild workers, and Redis serving cache. • Built admin APIs for game, metric, segment configuration, and ClickHouse schema initialization.	
Achievements: • Optimized ClickHouse ingestion by using batch buffering, reducing small inserts and improving write stability under high event volume. • Improved dashboard query performance by using pre-aggregated ClickHouse materialized views and rollup tables. • Designed a flexible user segmentation engine that supports dynamic rule configuration and low-latency segment lookup via Redis. • Built a scalable analytics architecture separating event ingestion, OLAP storage, user management, and frontend dashboard concerns.	
Technologies used: • Java 21, Spring Boot, Apache Kafka, ClickHouse, Redis, PostgreSQL, Couchbase, React, TypeScript	

GAME HUB - RULE THE SEA	05/2026 - Present
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Backend - Developer

Description: • A scalable game backend platform designed to support multiple real-time games with shared services for authentication, user management, currency, inventory, shop, game configuration, reward exchange, and gameplay services. • The platform uses microservice architecture with API Gateway, real-time WebSocket communication, event-driven processing, centralized configuration	
Team size: • 6 developer members	
Position in project: • Backend Developer	
Responsibilities in project: • Designed and developed backend microservices for a multi-game platform using Java 21 and Spring Boot. • Built shared backend services for user management, game configuration, currency, inventory, shop, reward exchange, and game-specific logic. • Implemented gRPC integrations between gameplay services and shared platform services such as currency, inventory, shop, and game-config. • Built Kafka-based event publishing/consuming flows for gameplay events, reward events, mission tracking, analytics, and cross-service communication. • Implemented realtime gameplay APIs using Centrifugo RPC/WebSocket for low-latency client-server interactions. • Designed Couchbase data models and Redis cache/session structures for high-frequency gameplay operations.	
Achievements: • Built a reusable microservice foundation that allows multiple games to share common backend capabilities while keeping game logic isolated. • Improved realtime gameplay experience by handling game actions through Centrifugo RPC and Redis-backed session state. • Designed event-driven gameplay tracking with Kafka, enabling mission progress, analytics, and game behavior monitoring. • Reduced coupling between services by using gRPC contracts for internal communication and Kafka for asynchronous workflows.	
Technologies used: • Java 21, Spring Boot, RESTful APIs, gRPC, Apache Kafka, Redis, Couchbase, Centrifugo, Kong API Gateway	

XFAST - GIAO HANG TIET KIEM	04/2022 - Present
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Backend - Developer

Description: • A high-speed same-day delivery platform designed to fulfill intra-city shipments within 4 hours in major urban areas like Hanoi and Ho Chi Minh City. Team size: • 8 developer members Position in project: • Backend Developer Responsibilities in project: • Participated in analyzing and designing warehouse management workflows (routing, auto assign, pick, deliver, divide the model). • Designed and developed microservices (DDD, event-driven with Kafka) for real-time order and inventory processing. • Built RESTful APIs for warehouse, container, sorting, and order management; integrated ERP & IoT, Truck. • Monitoring system , trace, debug with ELK, Sentry, Granfana • Refactored legacy components to improve system stability and scalability Achievements: • Optimized backend performance to handle 100,000+ real-time orders/day, ensuring low latency responses under high concurrency • Scaled the system to handle 5x traffic outbox_event with kafka (1M+ orders/day). • Successfully increased COD rate by 10% to ensure lead time for fast delivery orders within the city. • Refator code successful on address part after merging new address • Successfully designed and migrated core service from php to java Technologies used: • JAVA (Spring Boot), PHP (Laravel), Microservices, Mysql, MongoDB, RESTful APIs, Redis, Apache Kafka, AI	
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INTER - GIAO HANG TIET KIEM		04/2022 - Present
Backend - Developer		
Description: • Project to handle import-export and sorting business flow at ghtk operation hub warehouses Team size: • 5 developer members Position in project: • Backend Developer Responsibilities in project: • Develop features based on requests from Operations and BA. Optimize and refactor highload services to improve performance • Analyze and optimize slow URLs, queries, and prebuild data with the DA team. • Built RESTful APIs for warehouse, container, sorting, and order management; integrated ERP & IoT. • Monitoring system , trace, debug with ELK, Sentry, Granfana • Design station layout backend logic to automate user scenario generation. Achievements: • Refactor order search api for cross border delivery system. API res time ratio 85% <= 150ms. Optimize delivery efficiency in warehouse • Successfully developed and put into operation a new bag line. Reduced production costs of disposable bags. • Successfully developed a synthetic flow that analyzes the successful delivery rate of COD on routes to optimize the shipping process at the Hub. • Successfully designed and migrated service from php to java Technologies used: • JAVA (Spring Boot), PHP (Laravel), Mysql, MongoDB, RESTful API, Redis, Apache Kafka, AI		

SIS - Toprate		3/2021 - 4/2022
Backend Developer		
Description: • Developing online learning and management systems for schools Team size: • 5 developer members Position in project: • Backend Developer Responsibilities in project: • Develop feature from BA and report to Techlead daily about Coding, Fix bug ... • Develop API integration with frontend		

- Develop APIs that integrate with frontend and asynchronous background threads using Rabbit MQ
- Integrate APIs of 3rd party services such as Zoom, Rocket Chat, Firebase

Achievements:

- Successfully developed online learning and management features via Zoom
- Successfully integrated chat feature on the system with rocketchat
- Scale success developed an automated reporting flow across student semesters using RabbitMq

Technologies used:

- PostgreSQL, MongoDB
- PHP, Lumen write API and worker
- Other Service: RabbitMQ , S3 , Rocket Chat , Zoom Meeting, Firebase

HONORS & AWARDS

Star of the Month (Top Employee of the Month) - GHTK	June 2023
Master Tech (Top Employee of the Year) - GHTK	2024