PHAM NGUYEN

Software Developer

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SUMMARY

Software developer with 10+ years designing, building, and supporting business systems and production backends — from inventory management, BI reporting, and signage systems running across 20+ locations to a game server platform powering 8+ live titles with 24/7 on-call support. Experienced in object-oriented design, UML and flowchart documentation, and reading and porting legacy Java/C++ code. Currently an SCA Level 3 Receiver at Mouser Electronics, working daily in receiving and warehouse management workflows, giving me an end user's view of the distribution and ERP systems I want to help build and support.

WORK EXPERIENCE

Mouser Electronics | Mansfield, Texas 04/2026 – Present

SCA Level 3 — Receiver

- Promoted twice in 6 months, from SCA Level 1 to Level 3.
- Receive, inspect, and verify high volumes of inbound electronic component shipments against purchase orders in a fast-paced distribution center.
- Work daily inside Mouser's warehouse management workflows as an end user — direct, floor-level familiarity with the receiving, inventory, and fulfillment processes that internal software teams support.

Lisa's Chicken And Seafood | Arlington, Texas 01/2023 – 04/2026

Store Manager & Internal Software Developer

- Designed and built a real-time business intelligence dashboard (**Vue, Node.js, MySQL, WebSocket**) tracking sales and store performance across 20+ locations, giving management instant visibility and cutting daily reporting from hours to minutes.
- Developed a full inventory management system — stock tracking, purchasing and automated reorder alerts, and reporting on a **MySQL** database — reducing waste and stockouts across all 20+ restaurant locations.
- Created a centralized signage management system for digital menu boards and in-store displays, enabling remote updates and consistent branding chain-wide.
- Owned the full lifecycle of every system — requirements, translating business rules into data models and workflows, development, deployment, and production support — while managing daily operations and a team of 10–15.

Athena Studio (an AppLovin Partner Studio) | Ho Chi Minh City, Vietnam 08/2020 – 09/2022

Game Developer

- Led client-side development of Bubble Shooter Fantasy Pop (**JavaScript, HTML5, Cocos, Cordova**); launched successfully on the Apple App Store and Google Play Store.
- Architected multiplayer server infrastructure for Woody Battle 2 with **PlayFab + Photon Cloud**, enabling smooth real-time P2P gameplay and matchmaking.

Commercial Investment G68 Ltd | Vietnam 03/2018 – 08/2020

Game Server Team Leader & Technical Architect

- Built a Game Management (GM) Tool from the ground up with **React.js + Node.js**, streamlining game server administration and significantly reducing operational workload within 3 months.
- Designed and led a reusable real-time game server platform (**Node.js, microservices**) powering 8+ casual multiplayer games, cutting new-game development time and maintenance costs; documented the architecture with **UML diagrams and flowcharts** for the team.
- Provided **24/7 on-call production support** for live game servers — troubleshooting, debugging, and resolving production incidents.

Bạch Tuộc Số JSC | Vietnam 07/2015 – 03/2018

Game Server Team Leader & Technical Architect

- Built real-time multiplayer web games inspired by Agar.io with **Node.js and HTML5 canvas**, adding team modes, skins, and real-time sync.
- Led migration of legacy Java/C++ game servers to Node.js — reading and analyzing the existing **Java and C++** codebases to port their logic — improving stability and eliminating memory leaks.
- Worked with IT/DevOps through a massive, multi-week **DDoS attack** on a live production game (2016), keeping the service online until the attackers gave up.

Young World Technology Ltd | Vietnam 05/2014 – 06/2015

Game Modder

- Built a translation tool from scratch in **C# .NET Windows Forms**, automating game server and content translation and significantly improving team productivity.

FEATURED PROJECT

Daystar — Open-Source Real-Time Meeting Space | Sole Developer 2026 – Present

Live: daystar.ptnn.dev • Source: github.com/zeromark223/daystar

- Built an open-source (MIT) real-time meeting space with live voice in **TypeScript** (PixiJS, Vite), on a horizontally scalable **Bun WebSocket** backend that balances rooms across servers by load.
- Designed a compact binary protocol and a built-in load-testing tool; one server process held ~5,000 simulated users with delays under 50 ms on a development machine.

SKILLS

Languages & Frameworks: JavaScript, TypeScript, C#, .NET, SQL, HTML, CSS, Node.js, Vue, React.js, Pixi.js, Cocos Creator; reading/porting Java and C++

Design & Practices: Object-Oriented Programming, Design Patterns, UML, Flowcharts, Technical Documentation, Unit Testing, Production Support & On-Call

Backend & Real-time: Bun, Microservices, WebSocket, Binary Protocols, Firebase, PlayFab, Photon

Databases: MySQL, MSSQL (relational); MongoDB, Redis (NoSQL)

Tools & Methodologies: Git, SVN, Docker, Jenkins, Fastlane, PM2, Google Cloud Platform, Agile/Scrum

Systems & Mobile: Linux, Windows, macOS, Networking (CCNA training), Cordova, iOS & Android deployment

EDUCATION & TRAINING

Bachelor of Engineering in Information Technology 09/2009 – 01/2014

Lac Hong University — Dong Nai, Vietnam

CCNA Training Program Certificate 2014

Lac Hong University — Dong Nai, Vietnam

AWARDS

Best Employee of the Year (2016) & Best Employee of Department (2015) — Bạch Tuộc Số JSC