

Timothy Nguyen

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EXPERIENCE

Software Engineer II

Mar 2022 - Oct 2023

Tebra

Orange County, CA

Fullstack engineer building cloud SaaS billing solutions for independent medical practices.

- Developed reporting dashboards with data visualizations and CSV export, which provided 400k+ users with data on patients, unsigned notes, and accounts receivable
- Identified and developed SQL Server optimizations that reduced memory usage by 20%
- Built internal support tool to schedule billing report, which reduced database traffic and improved stability for 100% of our customer base
- Converted legacy backend to Spring Boot and migrated monolithic on-premise servers to Google Cloud and Kubernetes for improved stability
- Developed new RESTful microservices using Java, Spring Boot, and SQL Server

Software Engineer

Nov 2019 - Feb 2022

First Orion

Little Rock, AR

Backend engineer at telecoms company specializing in scam protection.

- Built digital certificate transfer system used by T-Mobile to identify calls and combat Caller ID Spoofing for 260M+ users nationwide
- Developed backend for PrivacyStar mobile app that protects phone calls for 2M+ users
- Architected voicemail speech-to-text feature, which utilized an event driven architecture with AWS SQS, S3, and DynamoDB
- Built lookup service that identifies phone numbers that uses Redis for rate limiting
- Implemented Data Lake using AWS Lambda and MongoDB, which was used by several cross-functional teams to leverage phone call data

EDUCATION

California State University Fullerton

May 2019

Bachelor of Computer Science

- GPA 3.7/4.0, Dean's List

SKILLS

Languages: Java, TypeScript, JavaScript, Node.js, Python, Dart, Lua

Frameworks/Libraries: Spring Boot, Vert.x, React, Redux, Material UI, Next.js

Databases: DynamoDB, SQL Server, MongoDB, Redis, Oracle, PostgreSQL, Snowflake

Cloud: AWS (S3, EKS, EC2, Lambda, DynamoDB, RDS, SQS, SNS), GCP

Others: Docker, Kubernetes, Microservices, REST, Swagger, Agile

PROJECTS

Movie Success Predictor (Python, Scikit, Pandas)

- Trained several machine learning models to predict the success of a movie

Tetris AI (Lua)

- Built an AI to play Tetris that uses a genetic algorithm to learn as it plays