

PHAM NGUYEN

Full-Stack Developer

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SUMMARY

Full-stack developer with 10+ years building scalable backends, real-time systems, and internal business tools — from high-traffic multiplayer game servers to a multi-location BI and inventory platform I designed, built, and operated end-to-end. Hands-on experience in warehouse and retail operations gives me first-hand understanding of the workflows that distribution software supports.

WORK EXPERIENCE

Mouser Electronics | Mansfield, Texas

04/2026 – Present

Receiver — Warehouse Operations

- 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 with automated real-time stock tracking and reorder alerts, 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, architecture, development, deployment, and support — while serving as the software's primary end user.
- Concurrently managed daily operations and a team of 10–15, giving direct insight into the real business problems each tool solved.

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.
- Built Telegram-native games and an auto-chat bot system enabling instant play in Telegram/Facebook Messenger with no install or login.

Bạch Tuộc Số JSC | Vietnam

07/2015 – 03/2018

Game Server Team Leader & Technical Architect

- Cloned and enhanced real-time web game mechanics (Agar.io-style) 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, improving stability and eliminating memory leaks.

Game Modder

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

SKILLS

Languages & Frameworks: JavaScript, TypeScript, Node.js, Vue, React.js, C#, .NET, HTML, CSS, SASS, Pixi.js, Cocos Creator, Unit Testing

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

Databases: MySQL, MSSQL, MongoDB, Redis

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

Mobile & OS: Cordova, iOS & Android deployment, Linux, macOS, Windows

EDUCATION

Engineer in Information Technology

09/2009 – 01/2014

Lac Hong University — Dong Nai, Vietnam

AWARDS

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

PROJECTS & PORTFOLIO

Detailed case studies, live demos (App Store / Google Play), architecture, and metrics: portfolio.ngocnpt.com