

TRAN TUNG LAM

SOFTWARE ENGINEER

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SUMMARY

Software Engineer with **3+ years** of experience in Applied AI, specializing in integrating LLMs into scalable systems. Experienced in building **full-stack, AI-powered applications** and delivering production-ready solutions.

EDUCATION

University of Science - VNUHCM, HCM

2021 - 2025

Bachelor of Software Engineering

- 3.52 GPA (8.81/10)
- 6.5 IELTS certificated by IDP (<https://ibb.co/K2McYKh>)

PROFESSIONAL EXPERIENCE

Full-stack Developer, Link Brokerages

Nov 2024 - April 2026

- Developed and maintained a **Next.js back-office** platform to streamline **broker operations**, reducing operational time by **20%**. Implemented **AI-driven document processing** for compliance, security, and automated review using **LLMs** and **Reducto**.
- Built **LinkAI**, an **AI-powered real estate chatbot** enabling users to explore neighborhoods, analyze market trends, understand regulations, manage property listings, and connect with agents.

Internship, TecAlliance Vietnam

June 2024 - August 2024

- Developed **Python/ReactJS** system for automated **wiring diagram generation**, reducing project timelines by **20%**.
- Implemented **LLM framework (LangGraph)** to streamline diagram creation, improving engineering output reliability and iteration speed.
- Created **ETL pipeline** to process bulk wiring components, converting unstructured data into a **graph database (Neo4J)** for efficient analysis.

PROJECTS

Zapy Studio

Mar 2025 - Present

- A **desktop application** built with **Electron** for Unity game developers with **AI-powered tools** for game production.
- Developed **image generation** and editing tools using **OpenAI**, **Gemini**, and **ComfyUI** workflows.
- Implemented **multi-agent simulation systems** to model in-game entities using **Strands** for production-ready AI systems.
- Created **AI-assisted game design tools** to generate game ideas and design new game entities via chat.
- Built **boilerplate code generation** for Unity 2D mobile game development.

Udeffy

Jan 2025 - Sep 2025

- Designed and developed Udeffy (*University Graduation Project*), an **AI-powered learning platform** that generates **personalized learning paths**, reducing skill acquisition time by **10-12%** and increasing engagement.
- Implemented **credit-based AI content generation** for lessons, assignments, quizzes, and videos, using **BullMQ** for **scalable background processing**.
- Built a secure, scalable backend with **NestJS** integrated with a **Next.js** frontend, enabling real-time lesson updates, progress tracking, and efficient resource management.

SKILLS

Languages: JavaScript, TypeScript, Python, SQL

Frameworks & Libraries: Next.js, React, Node.js, Express, NestJS, LoopBack 4, Fastify, FastAPI, Tailwind CSS, Redux, MobX, Socket.IO, LLM frameworks

Databases & Caching: PostgreSQL/MySQL, MongoDB, Redis, Neo4j

Tools & Platforms: Git, Docker, CI/CD, AWS services (S3, EC2, Amplify, Cloudfront), BunnyCDN, BullMQ, Google Analytics

Methodologies & Architectures: Agile (Scrum), MVC, Microservices, Real-time systems, SEO