

PHAN HUYNH NHAT MINH

FULL-STACK ENGINEER | AI PRODUCT & DESIGN TOOLING

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SUMMARY

Full-stack engineer with 7+ years of experience building production web and mobile products with TypeScript, React, Node.js, and NestJS. Since 2021, I have shipped end-to-end features for Visily's AI-powered design platform across canvas authoring, AI generation and evaluation, collaboration, Figma and MCP integrations, and design-system tooling. Strong at turning ambiguous product requirements into reliable, user-friendly systems across frontend and backend.

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, SQL

Frontend: React, Next.js, Angular, React Native, Redux, RxJS, Tailwind CSS, Ant Design

Backend & Data: Node.js, NestJS, Express.js, PostgreSQL, MySQL, MongoDB, Prisma, REST APIs, WebSockets

AI & Design Tooling: AI product workflows, MCP integrations, Figma plugins, Chrome extensions, design-system tooling

Testing & Delivery: Jest, Playwright, Puppeteer, Git, CI/CD

PROFESSIONAL EXPERIENCE

Visily (KMS Technology) — Full-Stack Developer

Oct 2021 – Present

AI-powered collaborative wireframing and UI design platform for non-designers.

- Shipped end-to-end React, TypeScript, Node.js/NestJS, PostgreSQL, and Prisma features across canvas authoring, projects and boards, themes, permissions, subscriptions, analytics, and collaboration.
- Implemented AI design workflows including multi-screen Text-to-Design, AI Chat context and quoting, theme generation, design instructions, AI-output preview and editing, and design-system handoff.
- Extended the canvas engine with rich-text editing across reusable components and charts, configurable chart axes, overlay prototyping, version history, and advanced selection and styling tools.
- Built workspace and collaboration flows for invitations and permissions, anonymous viewing and commenting, reactions, same-domain onboarding, and team settings.
- Developed Figma import/export workflows and plugin UI with node previews and ordering, progress and cancellation, font/image/vector handling, analytics, and error tracking.
- Expanded platform integrations with MCP discovery and usage tracking plus a client-side design-system extractor/remix experience with token catalogs, secure sharing, social previews, responsive galleries, and AI handoff.
- Engineered AI design evaluation infrastructure with screenshot-backed grading, artifact storage (local/S3), criterion-score persistence, configurable multi-attempt runs, retries, race-safe cancellation, step-level recovery, and deployment verdicts.

ADDITIONAL EXPERIENCE

- Epay Technologies & OXGN Labs — Part-Time Frontend Developer** Sep 2021 – Jun 2022
Built an Angular admin and embedded mobile-web experience for Vietlott SMS, plus a Next.js/Web3 application for an NFT product.
- Viatick — Full-Stack Developer** Feb 2021 – Oct 2021
Developed React web applications, React Native mobile applications, and Node.js services for managing and configuring Bluetooth beacons and NFC devices.
- Savemoney Corporation — Full-Stack Web Developer** Feb 2020 – Feb 2021
Built and maintained frontend applications and backend services for insurance products, policies, and operational workflows.
- Vietnam Basketball Association (VBA) — Part-Time Frontend Developer** May 2020 – Jun 2020
Built a news website using Next.js and UmiJS.
- PKH Application JSC — Frontend Developer** Aug 2019 – Feb 2020
Developed healthcare web applications for appointment booking, medical-record lookup, and hospital-fee payments across multiple hospitals in Ho Chi Minh City.
- Expeditors Vietnam — Order Management Staff** Sep 2017 – Nov 2018
Processed export-shipment documentation and carrier data, and created Pascal scripts and VBA tools to improve team productivity.

EDUCATION

- Ho Chi Minh City University of Technology — Petroleum Engineering** 2011 – 2016
GPA: 8.46/10 | English: TOEIC 775
- Cybersoft Academy — Web Development Program** 2019

SELECTED HONORS

- Petrovietnam scholarship recipient in 2013, 2014, and 2015.
- National and provincial Information Technology competition awards, including a bronze medal at the 30/4 Olympic Contest (2009 and 2010).