Product engineering studio · Vietnam

Custom software for complex operations

NHT Solutions is a product engineering studio in Vietnam. We design and build business platforms, AI workflows and mobile apps, and keep them running in production.



Web platforms · Mobile apps · AI workflows · 3D and real time

EasyGo · HEVO Charge · EasyDecor · ClassPlay

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One API behind every screen

Permissions, data and background jobs live in the backend, so the web app, the mobile app and the AI features always agree.

Web platforms

CRM, back office and dashboards

Mobile apps

iOS and Android, with push alerts

AI workflows

Drafts, review queues and scoped assistants

3D and real time

Browser 3D, game systems and live rooms

Rules before screens.

A driver's pay, a charging bill, a lesson version, a room's quote. We model the rule and test it, then design the screen that shows it.

EasyGo	`payout = trip_pay + approved_costs − advances`
HEVO Charge	`charge = Σ energy(time_band) × tariff(time_band)`
ClassPlay	`attempt.lesson = lesson.version_at_start`
EasyDecor	`quote = Σ quantity(material) × unit_price`

We also publish our own apps: Cubex, LANTRUNE and LoveSync. Cubex's global leaderboard API runs on the same server as this page.

Sales · operations · finance

Enterprise CRM

From the first lead to the final payment.

Give sales, managers and finance one connected view of customers, commitments and revenue. Design the platform around the way your business actually works.

Lead → Deal → Contract → Collection → Commission

Proposed delivery scope

One customer history

API and webhook intake, deduplication, lead assignment, account/contact records and a configurable sales pipeline.

From agreement to cash

Quotation and contract approvals, provider integrations for e-signatures and invoices, staged payments and receivables.

Performance with traceable rules

KPI views, configurable commission calculations, payroll approvals, role-based dashboards and scoped AI queries.

A focused first release

Lead intake → customer record → deal → follow-up, backed by real APIs, a database and role-based access.

Integration discovery covers your advertising, invoicing and signature providers, access requirements and data migration.

Designed into the foundation

Backend permissions · Approval history · Jobs & retry handling · Import & migration · Logs & monitoring · Backup & recovery

Research · editorial · distribution

AI Content Operations

From a product brief to a coordinated campaign.

Build a content workspace where brand knowledge, AI drafts, human judgement and campaign results stay connected. Make quality repeatable across teams and accounts.

Research → Draft → Review → Publish → Learn

Proposed delivery scope

Research with context

Permitted sources, a reference library, product knowledge and distinct writing styles for brands, campaigns and accounts.

An editorial system around AI

Multiple angles, hooks and formats, batch generation, revision history and an approval queue before publication.

Distribution you can manage

Connected accounts, a campaign calendar, supported Threads publishing, job status, retries and available performance metrics.

A focused first release

Brand brief → AI drafts → editor approval → scheduled publishing for a verified account → performance report.

Platform permissions, API availability, rate limits and measurable metrics are verified before the publishing scope is agreed.

Designed into the foundation

Backend permissions · Approval history · Jobs & retry handling · Import & migration · Logs & monitoring · Backup & recovery

Fleet management for container trucking

EasyGo

Dispatch, trip costs and driver pay for a container truck fleet, in one system.

Web and API live, driver app in beta



3

apps on one API: web, driver app, backend

8

modules, from dispatch to payroll and reports

103

automated backend tests

EasyGo replaces the spreadsheets, phone calls and paper receipts of a container haulage company. Dispatchers plan orders on the web, drivers run them from their phone, and month-end pay and profit per truck add up on their own.

Product design / Backend API / Web app / iOS and Android app / Push alerts / Deployment

Java 21 · Spring Boot · PostgreSQL · React · TypeScript · Expo · React Native · Push (FCM, APNs) · Docker · Nginx

Case study: https://nhtsolutions.store/project/easygo

EV charging network platform

HEVO Charge

Find a charger, scan, charge and pay from one wallet, while operators run every station from one control centre.

App 1.31 built; preparing a pilot with the first stations



69

features traced from spec to code, app and admin

3

apps on one backend: mobile app, admin web, API

60

use cases in the requirement matrix

HEVO Charge is the software for a network of electric-vehicle charging stations: a customer app for iPhone and Android, an admin control centre for operations and finance, and one backend that talks to the chargers and the bank.

Business analysis / Product design / Backend API / iOS and Android app / Admin web / Payments and ledger

Flutter · Java 21 · Spring Boot · PostgreSQL · Redis · MQTT · OCPP · React · TypeScript · Fluent UI · Docker

Case study: https://nhtsolutions.store/project/hevo

AI interior design platform

EasyDecor

Describe a room. Get the plan, the 3D model and the quote.

Live at easydecor.homes



32
ready-made home and room templates

658
furnishings in the 3D library

9
interior styles for AI renders

Describe a room in one sentence or upload a photo. EasyDecor's AI builds a 2D floor plan and a 3D model with the same measurements, then renders, material takeoffs and quotes.

Product design / Web app / 3D studio / AI features / Payments / SEO

React · Three.js · React Three Fiber · Konva 2D canvas · Node.js · OpenAI models · Next.js · Docker

Case study: https://nhtsolutions.store/project/easydecor

EdTech platform & interactive 3D

ClassPlay

A classroom, a game engine and a learning world. One connected platform.

Live at classplay.study; Academy Map 1 released



8

classroom game templates

72

starter city missions across eight venues

49

learning units in Academy Map 1

Classroom games, live races across devices and a walkable English-learning town. We connect the playful experience to the serious work behind it: content publishing, permissions, assessment and progress that survives the next session.

Product design / Full-stack platform / Game engine / 3D experience / Learning workflows / Deployment

React · TypeScript · Go · Gin · MySQL · Three.js · React Three Fiber · Docker

Screens from the running product and release verification. Counts describe implemented scope, not learner outcomes or adoption. Academy Maps 2–5 remain previews.

Case study: https://nhtsolutions.store/project/classplay

How delivery works

01 **Discover**

Workflows, roles, data and third-party access, mapped before we estimate.

02 **Define the first release**

One working journey, its architecture and its acceptance criteria.

03 **Build and demo**

Short cycles, a shared backlog and working software at every demo.

04 **Validate and release**

Acceptance, permission and integration checks, migration and a rollback path.

05 **Hand over and improve**

Source, deployment guide and runbooks, then the next release from real use.

Start at the right level.

Discovery & solution design

Output: a decision-ready delivery proposal.

A defined product release

Output: running software and a documented handover.

An ongoing engineering partnership

Output: a sustained release and support rhythm.

Send us your workflow

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