

PHAM HOANG HUAN

SOFTWARE ENGINEER



CONTACT

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- HoChiMinh City
- <https://github.com/Hazhaz1412>
- <https://codeforces.com/profile/NotHCPP>

SKILLS

- Programming Languages:**
C++, Python, Java
- Algorithms & Problem Solving**
- Backend & Systems**
- Linux, Git, Docker / Podman
- Django, Express, Spring Boot, Gin (Go)
- Game Development:** Unity
- Open-source Contributions**

LANGUAGES

- English: APTIS B2 166

PROFILE

Competitive programmer (Codeforces Expert) with ICPC national experience.
Strong in algorithms, problem-solving, and performance-oriented C++ development.
Interested in backend, systems, and game-related engineering.
I have worked on several open-source and academic projects.

EXPERIENCE

Open Source & Academic Projects 2024 - PRESENT

Github: <https://github.com/Hazhaz1412/vloj>
Deployed at: <https://vloj.vlu.edu.vn:8443>

- Developed and containerized a full-stack academic web system
- Collaborated in a team environment with version control
- Deployed for real-user with school's infrastructure

Containerized a full-stack web app 2024-2025

Github: <https://github.com/Hazhaz1412/ProjectL>

- Contributed to backend implementation and system integration
- Participated in model training and data processing workflows

Competitive Programming 2024 - PRESENT

- Honorable Mention at the National Round 2024, 2025.
- ICPC Vietnam Southern 2025: 49th place
- Expert with upper 400 problems solved on CP's sites
- Participated in Vietnam Student Informatics Olympiad
- Codeforces: Expert (current 1666, max 1748)

Card Game 2025 - PRESENT

Github: https://github.com/Hazhaz1412/Ghost_This_Ghost_That

- Multiplayer card game with online server support
- Worked as technical project lead
- Implemented core gameplay logic and networking features

EDUCATION

Software Engineering 2023-2027
Van Lang University GPA: 3.22