Manh Ho Dinh

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EDUCATION

University Of Information Technology - VNUHCM   Ho Chi Minh City, Viet Nam
Bachelor of Software Engineering (GPA: 8.7 / 10)   *September 2021 - December 2024*

TECHNICAL SKILLS

- C#, .NET, JavaScript, TypeScript, NextJS, NestJS, Flutter, Python, FastAPI, MSSQL, NodeJs, Firebase, NoSQL, Git
- Linux, Docker, Google Cloud, Render Cloud, Cloud Computing, CI/CD, Jest, Unit Testing, Google Map APIs, OOP
- Microservices, Distributed Systems, Mobile, Frontend, Backend, Full-Stack

WORK EXPERIENCE

Software Engineer, Intern to Junior
Danieli Group, District 7, Ho Chi Minh   *March 2024 - Present*

- Participated in a remote global team of 12 people, conducted daily meetings, and shared work using the Scrum, .Net, WPF, SQL Server, Redis, RabbitMQ, and Docker.
- Developing template sources for common parts of steel plant warehouse management projects, creating background services on Windows to communicate between application and customer systems.
- Developing warehouse management features for **Scaw Metal** (South Africa), **Algoma** (Canada) and **Nucor** (North Carolina, USA). Danieli Group headquarters is in Italy.

Mobile Engineer, Intern
DI4L, Ho Chi Minh (Remote)   *August 2023 - November 2023*

- Participated in a remote team of 10 people (5 Back End, 4 Mobile Engineer, 1 Project Manager)
- Focused on mobile app development using Flutter, integrating RESTful API, Bloc, and Cubit. Involved in UI design, implementing new features, and optimizing app performance.
- Deploying application to Google Store.

PROJECTS

- **Safe Move** developed between Augusts 2024 and December 2024, is a traffic management app for flood conditions in Ho Chi Minh City, where I led a 2-member team to integrate Google Maps, Here API, Mapbox, and image processing from 600 traffic cameras using Flutter, FastAPI, Docker, and a microservices architecture.
Flooded-Traffic-AI-APIs | Safe-Move-Mobile | Safe-Move Back-end

- **Flood Condition Traffic Detection**, conducted between March 2024 and June 2024, involved leading a team of 2 members as an AI Researcher. We utilized ClimateGAN to generate realistic flood images, integrated objects using Segment-Anything, evaluated vehicle detection performance with YOLOv10, and deployed a demo version of the model using Gradio and Hugging Face. Additionally, we authored a scientific paper detailing our methodologies and results. Tech stack included ClimateGAN, Segment-Anything, YOLOv10, Gradio, and Hugging Face.
Generate-Dataset | Flooded-VisDrone-Dataset | Training-AI | Hugging Face | Conference Paper (ICCAIS-2024)

- **Melody - Music Application**, developed between March 2024 and June 2024, involved my role as a Fullstack developer in a team of 5 members. Key highlights include: creating the base source code, integrating technologies like speech-to-text, Music Recognition, and ChatGPT-4, developing features such as Sign In, Sign Up, Google Login, Album Management, and Music Recognition, and successfully deploying the Melody application to the Google Play Store. Tech stack included Flutter, Firebase, and OpenAI API. GitHub | Demo Video

- **HomeLand - Apartment Management Website**, developed between September 2023 and January 2024, involved my role as a Team Leader and full-stack developer. Key highlights include leading a team of 5 members, developing full-stack solutions, integrating Superbase for file storage, enabling MoMo online payments, and conducting testing. Tech stack included NextJs, NestJS, Superbase, Redis, Momo API, and PostgreSql.
Website | Demo Video | FontEnd | BackEnd

ACHIEVEMENTS

- Student of Five Merits - 2023, 2024
- Vietnam Electricity Scholarship - 2024
- Academic encouragement scholarship - 2024