NGUYEN HUY LINH

Software Engineer

@ huylinh.nguyen@outlook.com   📞 0349 475 731   🔗 https://tulip4attoo.github.io/   ○ github.com/tulip4attoo

SUMMARY

- I am capable of learning and adapting quickly. I was born with a natural curiosity for everything and enjoy delving deeply into technical fields. I enjoy problem solving and making stuff.
- With a background in Engineering, Math, and Economics, I have flexible thinking to solve a wide range of problems.
- I have experience gathering, managing, exploring data and building models for large systems (millions of users).

EXPERIENCE

ML Engineer & Data scientist   Various Companies

📅 2016 - 2022   📍 Ha Noi - HCM - Remote

- Designed, built, and deployed models for a wide range of data analytics applications, including computer vision, recommendation systems, time series prediction, and natural language processing (NLP).
- Built data pipelines.
- Deployed models using Amazon SageMaker, Flask & Gunicorn.
- Built web UI and Unity Environment to label data.
- Built web UI to demonstrate the results.
- Created visualization charts/dashboards.
- Assisted other junior members in developing their skills.

SIDE PROJECTS

Soul-like Game UE5

https://github.com/Tulip4attoo/Soul-like-Game-UE5

Created using both C++ and Blueprint in UE5 (5.0). Some project features:

- Third-person Action Character Movement
- Action System: attack, roll, turn.
- Lock on target: you could lock and switch target
- Heavy use of Events to drive UI and gameplay reactions.
- AI:
  - 2 types of Minion AIs with Behavior Trees: Melee and Ranged (Action list: Roam, See, Get hit react, Chase, Attack).
  - C++ & Blueprint Custom Behavior Trees Nodes
- UI elements and projected widgets for player/enemy health.

Chrome TRex bot

https://github.com/Tulip4attoo/chrome_trex

- Created an end-to-end bot to play Chrome Dinosaur game.
- Used screenshots as input of my model.

Tetris python bot

https://github.com/Tulip4attoo/tetris_python

- Coded tetris game by Python.
- Created a bot to play the game.

SKILLS

| Unreal Engine 5 (C++ & Blueprint) |
| Unity | Python | SQL | Aseprite |
| AWS SageMaker |

| Algorithms | Machine Learning |
| Math | Pixel Art | Environments |

EDUCATION/COURSES

Self-study

📅 2020 - Onging

- CS193U Unreal Engine C++ (Tom Looman)
- Unreal Environments (LearnSquared - Joe Garth)
- Unreal 5.0 C++ Developer (Gamedev.tv)
- Complete C# Unity Game Developer 2D (Gamedev.tv)
- Many talks, tutorials and webminars via Internet.

Exchange student in School of Computer Science and Statistics

Trinity College Dublin

📅 2016 - 2017 (fully scholarship)

M.S. in Quantitative Finance

John von Neumann Institute

📅 2015 - 2017

B.A. in International Economics

Foreign Trade University

📅 2010 - 2014

Major in Mathematics

High school for gifted student, VNU

📅 2007 - 2010

BLOG

Technical Blog

https://tulip4attoo.github.io/

Wrote about my side projects, competitions and technical things. I also coded its theme.