

Huynh Duy Anh

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EDUCATION **FPT University**, *Bachelor in Computer Science* Sep 2022 | Present
Vietnam

EXPERIENCE **PhoMC**, *Developer* 2022 | Present

- Create plugins and mods for Minecraft servers

MineHot, *Developer, Manager* 2020 | 2022

- Managed and monitored server health
- Developed custom plugins using Java to enhance gameplay

Minecraftvn.net, *Moderator* 2019 | Present

- Oversee forum operations and enforce forum policies
- Set up fun events for members to participate

SKILLS **Languages:** Java, Go, Typescript
Technology: MySQL, Redis, Git
Minecraft platforms: Spigot/Paper, Fabric, Bungeecord
Integration: Vault, PlaceholderAPI, MyThicsMob, MMOItems, NBT API

PROJECTS **TimedMMOItems**, *Spigot*
A simple extension to MMOItems that adds expirable items support
<https://github.com/anhcraft/TimedMMOItems>

Grimoire, *Fabric*
A Fabric server-side mod to enhance item upgrade mechanism
<https://github.com/phomc/grimoire>

BattleGames, *Spigot, Bungeecord*
A minigame plugin with cross-server & multiple gamemodes support. Used to be a premium plugin on Spigot.
<https://github.com/anhcraft/BattleGames>

CraftKit, *Spigot, NMS*
A cross-version utility kit for Spigot/Bungeecord plugins
<https://github.com/anhcraft/CraftKit>

ItemUpgrader, *Spigot, MMOItems*
A (private) item upgrade plugin hooking to MMOItems
<https://github.com/anhcraft/ItemUpgrader>