Tran Minh Hai
Programmer

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PERSONAL

I am a perfectionist, highly demand in my own self. I'm very interested in solving any IT problem that I encounter and indulge myself in studies and advancement. I enjoy working in dynamic and high competitive environments, and want to contribute my abilities to the development of my own partnership and the community.

SKILLS

PROGRAMMING
Java ● C/C++ ● Javascript ● Python ● HTML ● CSS ● Node.js ● React.js ● React Native ● Pixi.js ● Three.js ● OpenGL

LANGUAGES
Vietnamese (Native) ● English (Advanced)

INTERESTS
Playing Piano ● Reading (business and philosophical literatures) ● Listening Music (rock, gothic and classical) ● Football on TV

WORK EXPERIENCE

Programmer Division Lead   Beyond Digital - Gameloft
November 2016 - present
In charge of R&D section to study the trend and concept team's proposals. Our job is to create the template source codes of advertising media formats so that they could be easily adapted to client's request. ● Typical projects: V-Hero, V-Jay, MIG360, Transparent Video, Beyond Digital by Gameloft App.

Programmer Division Lead   HRP - Gameloft
August 2013 - October 2016
Work on pre-released Android devices, ensure they run smoothly with Gameloft games at the time they come to the market. We also handle special deals on Linux-based TV (mainly Samsung Tizen and LG WebOS) and G-Cluster service to deploy our titles on their platforms. ● Typical projects: Samsung Galaxy S-series, Nvidia Shield, Amazon Fire Phone, Samsung Tizen Mobile & Smart TV.

Programmer Project Lead   Android Publishing - Gameloft
May 2011 - July 2013
Porting brand new titles from IOS to Android. We have to sync the progress of IOS team so that both platforms could be published to stores at the same time while ensure their quality and performance on Android devices on par with their IOS rivals. ● Typical projects: Tintin & The Secret of the Unicorn, Men In Black 3, Real Football 2013, Asphalt 8: Airborne.

Programmer   HEP - Gameloft
Sep 2009 - April 2011
Make 30s demo games from their full version to be embedded on OEM devices, follow strictly stupid QA checklist. Later, work as R&D developer to build the HTTP billing system on J2ME games, help the mobile operators to charge the users in their monthly bill after they unlocked our demo games.

ACHIEVEMENTS

BEYOND AWARDS   Winner
2017 & 2018
Best Performance for Programmer, second time in a row.

EDUCATION

B.Sc. IN MATHEMATICS   VNU-HCM
2002 - 2006
Take part in the Honour Program, University of Science, majoring in Algebraic Topology.
Graduate with a very-good rank.

HIGH SCHOOL   Tay Ninh
1999 - 2002
Specialize in mathematics and informatics.