LUONG THE HAI

C/C++ Developer

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I have worked as Game and Full-stack Developer at Glis Games for 2 years with experiences in game development for multiple platforms like Web and Windows Desktop. Furthermore, I have designed and devloped the middleware for Astro's VTL model PSM G920 which helps all the games that are intergrated to SISAL GDK NEXT DIGITAL port to VTL model easily.

Fun fact: My name is Hai, Luong is my family name. Sometimes, I feel struggle when someone is not Vietnamese speaker calls my name. There are many options which you can choose to call my name instead:

- Kai English speakers
- うみくん(Umi-kun) Japanese speakers
- 海(梁世海) Mandarin and Cantonese speakers

SKILLS

- Programming languages: C/C++, C#, VueJs
- Technologies: Docker, Cmake, Git, Bash, Linux, WinAPI, Webassembly, Microservices, ZeroMQ, Websocket, RESTAPI
- Tools: Visual Studio Code, Visual Studio, NeoVim

EXPERIENCE

Game & Full-stack Developer | Glis Games Limited | Hanoi, Vietnam

Feb 2022 - Present

- Trained to use OpenGL, Emscripten
- Maintained vbEngine Glis Games' in-house game engine
- Created and maintained the company's games
- Being a front-end developer for webgames
- Desgined a backend using microservice that has functions like SISAL GDK NEXT DIGITAL
- Designed and devloped the middleware for Astro's VTL model PSM G920

Skills: Back-End Web Development · Game Development · Web Development · Game Engines · Front-End Development · C++ · C# · WinAPI · Linux · ZeroMQ

C++ Intern | A.N LAB | Hanoi, Vietnam

Dec 2020 - Aug 2021

 Trained about OpenCV, Tensorflow, PyTorch to solve some problems like Resize and rotate images, Frame marker detector, Credit card OCR, etc

EDUCATION

FPT University Oct 2018 – Mar 2023

Bachelor's degree

Major: Software Engineering

GPA: 7.06