Lương Thế Hải

Hai(Kai) Luong – 梁世海 – ルオン・テー・ハイ
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Technical skills

Programming languages	C/C++, Python, HTML, CSS, JavaSript, VueJS
Tools and frameworks	GitHub Actions, Cmake, GTest, Doxygen, OpenGL, Git, Linux, Windows, Docker, Qt Framework
Languages	English – achieved CEFR B2 in the EnglishScore Core Skills

Experience

FPT Software   Ho Chi Minh City, Vietnam

Software Engineer   February, 2024 – June 2025
- Implemented GUI components for medical devices using Qt Framework.
- Created RestAPI client components using libcurl.
- Created script for testing using Python

Glis Games   Hanoi, Vietnam

Software Engineer   February, 2022 – January, 2024
- Trained to use OpenGL, Emscripten
- Maintained Glis Games' in-house game engine.
- Created and maintaining the company's games.
- Being a front-end developer for web games.
- Integrated modules communicating between embedded devices to games.

A.N LAB   Hanoi, Vietnam

Internship   December, 2020 – August, 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   2018 – 2023

Bachelor of Software Engineering

Certificates

EnglishScore Core Skills   July, 2024

CEFR B2

Personal projects

NeoSekaiEngine   January 2024 – Present

https://github.com/hailiang194/NeoSekaiEngine

Languages and tools: C++, OpenGL, Cmake, Emscripten, Python, Github Actions, CircleCI

Sekai Game engine – my 2D game engine built base on what I know about game development. This game engine can run on Windows, Linux and Web platform

My profile   August 2024 – Present

https://about.hailuong.dev/

Languages and tools: VueJS, HTML, CSS, JavaScript

My own profile website which includes my portfolio, contact

WinlixAPI   November 2023 – Present

https://github.com/hailiang194/WinlixAPI

Languages and tools: C++, Cmake, WinAPI, POSIX, IPC, Process

API which you can use both for Windows and Linux

allocators   June 2022 – October 2022

https://github.com/hailiang194/allocators

Languages and tools: C++, Cmake

Customized allocators for high-performance memory management solution for applications that require efficient and predictable memory allocation and deallocation.