

LUONG THE HAI



C/C++ Developer

Hanoi, Vietnam | (+84) 39-615-9852 | hailuongthe2000@gmail.com |

Github: <https://github.com/hailiang194> | Website: <http://hailiang194-github-io.vercel.app>

Skype: live:.cid.e14b81e032f041ba | LinkedIn: <https://www.linkedin.com/in/luong-the-hai-sl>

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 developed the middleware for Astro's VTL model PSM G920 which helps all the games that are integrated 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
- Designed a backend using microservice that has functions like SISAL GDK NEXT DIGITAL
- Designed and developed 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
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EDUCATION

FPT University

Oct 2018 – Mar 2023

Bachelor's degree

Major: Software Engineering

GPA: 7.06

PROJECTS

WinlixAPI

API which you can use both for Windows and Linux

Github: <https://github.com/hailiang194/WinlixAPI>

Skills: C · WinAPI · Linux · CMake

Allocators

Custom allocators for C++ which include Arena Allocator, Stack Allocator and Pool Allocator

Github: <https://github.com/hailiang194/allocators>

Skills: C++ · WinAPI · Linux · Cmake

Arduino detecting nearby objects

Using ultrasonic sensor to detect nearby objects

Github: <https://github.com/hailiang194/arduino-detecting-nearby-objects>

Skills: C++ · Python · Arduino

wpa2-psk-brute-force

Brute force to crack wpa2-psk wifi password

Github: <https://github.com/hailiang194/wpa2-psk-brute-force>

Skills: C · WPA2-PSK · Windows