

# Lương Thế Hải

Hai(Kai) Luong – 梁世海 – ルオン・テー・ハイ  
Ho Chi Minh City, Vietnam

[hailuongthe2000@gmail.com](mailto:hailuongthe2000@gmail.com) – [Github: hailiang194](https://github.com/hailiang194) – [Skype: .cid.e14b81e032f041ba](https://skype.com/uid/0/cid.e14b81e032f041ba) –  
[Phone: +84-396-159-852](tel:+84396159852) – [LinkedIn: luong-the-hai-sl](https://www.linkedin.com/in/luong-the-hai-sl)

## Technical skills

Programming languages	C/C++, Python, HTML, CSS, JavaScript, 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 – Present

- Implemented GUI components for medical devices using Qt Framework.
- Created RestAPI 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

## Education

### FPT University

2018 – 2023

Bachelor of Software Engineering

## 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