



# Hai Luong

Software Developer

## CONTACT ME



### Address

Hanoi, Vietnam



### Email

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### Website

github.com/hailiang194

## EXPERTISE

C++  
C#  
Python  
Vue  
HTML  
CSS  
Game Development  
Game Engine  
Full-stack Developer

## LANGUAGE

Vietnamese   
English   
Japanese   
Mandarin Chinese

## WORK EXPERIENCE

2019 - Present

**Glis Games Limited**

### Game Developer

Trained to use OpenGL, Emscripten  
Maintaining vbEngine - Glis Games' in-house game engine  
Creating and maintaining the company's games  
Being a front-end developer for webgames  
Writing some modules to communicate between embedded device to game

Dec 2020 - Aug 2021

**A.N LAB Vietnam**

### C++ Intern

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

## EDUCATION

2018 - 2023

**FPT University**

### Bachelor

GPA: 7.06  
Major: Software Engineering

## PET PROJECTS

### SekaiEngine

#### Technologies used:

C++, raylib, Emscripten, CMake

#### Description:

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

#### Source Code:

<https://github.com/hailiang194/SekaiEngine>

### solar-to-lunar-service

#### Technologies used:

C++, CMake, Moongose.ws, Docker

#### Description:

Convert Solar calendar(Gregorian calendar) to Lunar calendar(陰曆) based on the idea of [Hô Ngọc Đức](#)

#### Source Code:

<https://github.com/hailiang194/solar-to-lunar-service>