Linh Ha

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EDUCATION

University of Science - VNUHCM Ho Chi Minh City, VN
Bachelor of Science in Information Technology - Honors Program *Aug 2015 — June 2019*
- Relevant Coursework: Data Structures and Algorithms, Advanced Operating Systems, Advanced Computer Networks, Distributed Systems.

AWARDS

Vietnam National Olympiad in Informatics 2015
Third prize
- Annual programming contests for high-school students held by The Ministry of Education and Training of Vietnam.

WORK EXPERIENCE

Software Engineering Manager Jan 2024 — Present
OPSWAT Vietnam - MFE Team *Ho Chi Minh City, VN*
- Details #1
- Details #2

Software Engineering Team Lead Jul 2022 — Dec 2023
OPSWAT Vietnam - Archive Team *Ho Chi Minh City, VN*
- Details #1
- Details #2

Software Engineer Jul 2019 — Jun 2022
OPSWAT Vietnam - DeepCDR Team *Ho Chi Minh City, VN*
- Details #1
- Details #2

Internship Jul 2018 — Sep 2018
Evolable Asia - NHN PlayArt Lab *Ho Chi Minh City, VN*
- Joined a short program to train new team members for the mobile game development team.
- The training process mainly focuses on how to learn quickly and deeply on new topics, presentation and communication skills as a team member.

PROJECTS

asteria [hatanlinh/asteria]
- A declarative structural parsing framework.
- Declarative syntax language based on TOML format, compiler implemented in Rust.

cider [hatanlinh/cider]
- An OCI-based container runtime implementation.
- Implemented in Rust.

clingstone [hatanlinh/clingstone]
- A modern terminal multiplexer focused on developer ergonomics.
- Implemented in Rust.

evernight [hatanlinh/evernight]
- A distributed logging framework.
- Based on Raft algorithm, library and application implemented in Rust.

SKILLS

- **Programming Languages**: C/C++, Rust, C#, Python, JavaScript.
- **Technologies**: Linux, .NET, MSVC, Docker, TeamCity.