

# Linh Ha

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## EDUCATION

<b>University of Science - VNUHCM</b> <i>Bachelor of Science in Information Technology - Honors Program</i>	<b>Aug 2015 – June 2019</b> Ho Chi Minh City, Vietnam
<ul style="list-style-type: none"><li>Relevant Coursework: Data Structures and Algorithms, Advanced Operating Systems, Advanced Computer Networks, Distributed Systems.</li></ul>	

## AWARDS

<b>Vietnam National Olympiad in Informatics</b> <i>Third prize</i>	<b>2015</b>
<ul style="list-style-type: none"><li>Annual programming contests for high-school students held by The Ministry of Education and Training of Vietnam.</li></ul>	

## WORK EXPERIENCE

<b>OPSWAT Vietnam</b> — DeepCDR Team	<b>Jul 2019 – Present</b> Ho Chi Minh City, Vietnam
<b>Software Engineering Manager</b>	<b>Jan 2024 – Present</b>
<ul style="list-style-type: none"><li>Manages the hiring, interviewing, and onboarding pipeline; successfully onboarding 5 new engineers.</li><li>Acts as a technical advisor across multiple projects, helping the team make architectural decisions and securely deliver new features.</li><li>Continues to lead and guide the Archive projects.</li><li>Remains heavily involved in programming, maintaining a high volume of direct code contributions alongside management duties.</li></ul>	
<b>Software Engineering Team Lead</b>	<b>Jul 2022 – Dec 2023</b>
<ul style="list-style-type: none"><li>Led a sub-team of 4 engineers focusing on Archive Extraction and Compression technologies.</li><li>Worked directly with clients and stakeholders to understand their needs, design solutions, and plan out development schedules for the Archive project.</li><li>Handled difficult customer escalations, stepping in to investigate and fix complex system bugs.</li><li>Continued working as a main individual contributor, mostly in charge of team's difficult new features and bug fixes.</li></ul>	
<b>Software Engineer</b>	<b>Jul 2019 – Jun 2022</b>
<ul style="list-style-type: none"><li>Designed and implemented new features for enterprise security products, specializing in DeepCDR (Content Disarm and Reconstruction), filetype detection and archive extraction capabilities.</li><li>Consistently delivered high-quality, tested code, establishing a reputation as a highly reliable individual contributor within the team.</li><li>Investigated and resolved multiple critical, customer-reported issues.</li><li>Helped investigate and fix multiple critical customer escalated issues.</li><li>Member of the Application Security Task Force, setting up and auditing product pipelines to enforce strict secure development lifecycles (SDLC).</li><li>Set up and maintained the team's security and CI/CD infrastructure (TeamCity, BlackDuck, SonarQube, Gitleaks, etc.), helping the team maintain top security achievements in the company.</li></ul>	

<b>Evolable Asia</b> — NHN PlayArt Lab	<b>Jul 2018 – Sep 2018</b> Ho Chi Minh City, Vietnam
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<b>Internship</b>	
<ul style="list-style-type: none"><li>Participated in a training program focused on training new members for the mobile game development team.</li><li>The training process mainly focuses on how to learn quickly and deeply on new topics, presentation and communication skills as a team member.</li><li>Focused on improving teamwork, communication skills, and learning how to present work progress clearly.</li></ul>	

## PROJECTS

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### asteria

- A declarative binary parsing framework.
- Declarative syntax language based on YAML format, compiler implemented in Rust.

[[hatanlinh/asteria](#)]

### leto

- A declarative binary validation framework.
- Declarative syntax language based on YAML format, validation logics implemented in Rust.

[[hatanlinh/leto](#)]

### cider

- A Linux container runtime.
- Implemented in Rust.

[[hatanlinh/cider](#)]

### clingstone

- A modern terminal multiplexer with a focus on developer ergonomics.
- Implemented in Rust.

[[hatanlinh/clingstone](#)]

### evernight

- A distributed event streaming framework.
- Based on Raft algorithm, library and application implemented in Rust.

[[hatanlinh/evernight](#)]

## SKILLS

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