

Linh Ha

Hà Tấn Linh | +84 (704) 133 393 | contact@hatanlinh.vn | fseek.net | github.com/hatanlinh

EDUCATION

University of Science - VNUHCM

Aug 2015 – June 2019

Bachelor of Science in Information Technology - Honors Program

Ho Chi Minh City, Vietnam

- 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

OPSWAT Vietnam

Jul 2019 – Present

— DeepCDR Team

Ho Chi Minh City, Vietnam

Software Engineering Manager

Jan 2024 – Present

- Manages the hiring, interviewing, and onboarding pipeline; successfully onboarding 5 new engineers.
- Acts as a technical advisor across multiple projects, helping the team make architectural decisions and securely deliver new features.
- Continues to lead and guide the Archive projects.
- Remains heavily involved in programming, maintaining a high volume of direct code contributions alongside management duties.

Software Engineering Team Lead

Jul 2022 – Dec 2023

- Led a sub-team of 4 engineers focusing on Archive Extraction and Compression technologies.
- Worked directly with clients and stakeholders to understand their needs, design solutions, and plan out development schedules for the Archive project.
- Handled difficult customer escalations, stepping in to investigate and fix complex system bugs.
- Continued working as a main individual contributor, mostly in charge of team's difficult new features and bug fixes.

Software Engineer

Jul 2019 – Jun 2022

- Designed and implemented new features for enterprise security products, specializing in DeepCDR (Content Disarm and Reconstruction), filetype detection and archive extraction capabilities.
- Consistently delivered high-quality, tested code, establishing a reputation as a highly reliable individual contributor within the team.
- Investigated and resolved multiple critical, customer-reported issues.
- Helped investigate and fix multiple critical customer escalated issues.
- Member of the Application Security Task Force, setting up and auditing product pipelines to enforce strict secure development lifecycles (SDLC).
- 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.

Evolable Asia

Jul 2018 – Sep 2018

— NHN PlayArt Lab

Ho Chi Minh City, Vietnam

Internship

- Participated in a training program focused on training new 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.
- Focused on improving teamwork, communication skills, and learning how to present work progress clearly.

PROJECTS

asteria

[\[hatanlinh/asteria\]](#)

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

leto

[\[hatanlinh/leto\]](#)

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

cider

[\[hatanlinh/cider\]](#)

- A Linux container runtime.
- Implemented in Rust.

clingstone

[\[hatanlinh/clingstone\]](#)

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

evernight

[\[hatanlinh/evernight\]](#)

- A distributed event streaming 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.