

Linh Ha

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EDUCATION

University of Science - VNUHCM

Bachelor of Science in Information Technology - Honors Program

Ho Chi Minh City, VN

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

OPSWAT Vietnam - MFE Team

Jan 2024 — Present

Ho Chi Minh City, VN

- Details #1
- Details #2

Software Engineering Team Lead

OPSWAT Vietnam - Archive Team

Jul 2022 — Dec 2023

Ho Chi Minh City, VN

- Details #1
- Details #2

Software Engineer

OPSWAT Vietnam - DeepCDR Team

Jul 2019 — Jun 2022

Ho Chi Minh City, VN

- Details #1
- Details #2

Internship

Evolable Asia - NHN PlayArt Lab

Jul 2018 — Sep 2018

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

[\[hatanlinh/asteria\]](https://hatanlinh.com/asteria)

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

cider

[\[hatanlinh/cider\]](https://hatanlinh.com/cider)

- A Linux container runtime.
- Implemented in Rust.

clingstone

[\[hatanlinh/clingstone\]](https://hatanlinh.com/clingstone)

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

evernight

[\[hatanlinh/evernight\]](https://hatanlinh.com/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.