

# MINH THIÊN HOÀNG

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## EDUCATION

### High School for the Gifted, VNUHCM

*Student of Specialized Interdisciplinary Informatics class*

HCMC, Vietnam

Aug. 2024 – Present

## HONORS AND AWARDS

### Excellent student at city competition.

*Third prize*

HCMC, Vietnam

Mar. 2023

## PROJECTS

### TGB Event | Nuxt, ASP.NET, PostgreSQL, Redis, Docker

June 2025 – Present

- Developed an event registration system capable of handling approximately 1,000 concurrent users.
- Implemented comprehensive backend optimizations using Entity Framework Core and advanced caching techniques.
- Achieved a Lighthouse score of 99 for the frontend on both mobile and desktop, as per PageSpeed Insights.
- Gained valuable experience in project leadership and optimizing both frontend and backend components effectively.

### simd-research | C++

May 2025 – June 2025

- Conducted an experiment to optimize the MCQs scoring process using AVX2 and AVX512 instructions available on modern x86\_64 CPUs.
- Achieved a performance improvement of 29x over the unoptimized scalar version.
- Gained experience in using CMake, optimizing with compiler intrinsics, and automating testing and benchmarking with Google Test and Google Benchmark.

### Thanh Sắc Việt website | Nuxt, anime.js

Apr. 2025 – Present

- A website to introduce Vietnamese musical cultural activities.
- This is a Fulbright Spring STEM Mentorship project.
- Reached the Lighthouse score of 96.
- Helped me learn how to animate the website elements, how to optimize the performance, and how to prevent issues with SSR vs. normal SPA development.

### tgboj-v2, tgboj-v2-docker | Python, Docker, Caddy

Feb. 2025 – Present

- An online judge platform forked from VNOJ.
- The NGINX setup was migrated to Caddy to reduce maintenance hassle.
- This platform is now running smoothly at [oj.giftedbat.edu.vn](http://oj.giftedbat.edu.vn). The entire system was migrated to a new server, updated with new features, and the old data was migrated in approximately 8 hours of work.

### ubuntu-post-install | Ansible YAML

Feb. 2025 – Present

- A post-install Ansible playbook for Ubuntu Desktop and Server.
- This project was used in production in the tgboj-v2 project mentioned above.

### PTNK IDE | Vue, ASP.NET Core, Docker

Dec. 2024 – Present

- I'm the main developer of the project.
- Developed for non-Informatics-specialized students of my school to reduce device setup hassle and maintain consistency between judging and testing environments.
- This project was developed in about 50 hours of code (monitored with WakaTime).

<b>PTNKOJ</b>   <i>Python, Docker</i>	Nov. 2024 – Present
<ul style="list-style-type: none"> <li>I'm one of the platform's judge maintainers and main assistant.</li> <li>My job was assisting with VPS maintenance and file synchronization across judges.</li> </ul>	
<b>mowfymy.netlify.app</b>   <i>Vue, TailwindCSS, Astro</i>	June 2023 – Present
<ul style="list-style-type: none"> <li>A blog website developed for my foreign English teaching assistant.</li> <li>Post and media managed via Sanity Studio and deployed using Netlify.</li> <li>Support dark and light themes.</li> <li>My first project ever for external customers (but it's developed for free).</li> </ul>	
<b>access-c6-game, access-self-check-game</b>   <i>Vue, TailwindCSS, Socket.io</i>	Nov. 2023
<ul style="list-style-type: none"> <li>Improved version of "quiz-game" and "history-quiz-game" for use in my English presentations to review my class lessons.</li> <li>Client-server interactivity via WebSocket using Socket.io.</li> <li>Currently only supports LAN connections.</li> <li>Helped me learn how to establish and maintain real-time connections between devices.</li> </ul>	
<b>quiz-game, history-quiz-game</b>   <i>Vue, TailwindCSS</i>	Feb. 2023 – Sep. 2023
<ul style="list-style-type: none"> <li>Quiz games for use in literature presentation ("quiz-game" - the original version) and improved version ("history-quiz-game") for use in history presentation in my class.</li> <li>Random wheel embeddable via the "iframe" element.</li> <li>Crossword-like to make the game more attractive.</li> <li>Reusable by configuring quizzes inside the "quizes.ts" file (JSON file not yet supported).</li> <li>Helped me perfect my web development skills for use in production (in front of 40 people).</li> </ul>	
<b>fedora-post-install-script</b>   <i>Python, Bash</i>	Nov. 2021 – Dec. 2022
<ul style="list-style-type: none"> <li>A post-install script for Fedora Linux.</li> <li>The first version was written in Python, now in Bash.</li> <li>TUI-supported.</li> <li>This is the first project I created when I began the Linux journey.</li> </ul>	

## TECHNICAL SKILLS

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**Languages:** x86 ASM, C / C++, C#, HTML, CSS, SCSS, JavaScript, TypeScript, Go, Python, Bash

**Frameworks:** Vue.js, NestJS, Nuxt, Astro, WPF, AvaloniaUI, Flutter, ASP.NET Core

**Developer Tools:** Git, Docker (and Docker Compose), Ansible, GitHub Actions, Netlify, Supabase, Firebase, VS Code, Visual Studio, JetBrains IDEs, Android Studio, Caddy

**OSes:** Fedora Linux, Ubuntu Linux, Windows, macOS

## OTHER SKILLS

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**Languages:** Vietnamese (first language), English (intermediate)

**Skills:** Google Workspace, LaTeX, some knowledge of networking and electrical engineering, basic understanding of Machine Learning (with Kaggle certificates)

**Interests:** Listening to music, reading books (about the economy and IT, especially O'Reilly released ones like "Designing Data-intensive Applications" or "Software Engineering at Google"), reading online blogs (related to IT optimization problems or scaling big systems like the Discord Engineering Blog and [Daniel Lemire's blog](#))