# DO Duy Huy Hoang

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## EDUCATION

| | |
|---|---|
| **University of Limoges** | Limoges, France |
| *MSc specialize in Information Security and Cryptography* | *Sept. 2020 – Sept. 2022* |
| **University of Science and Technology Hanoi** | Hanoi, Vietnam |
| *Bachelor of Science and Technology, Undergraduated: Good* | *Sept. 2016 – Sept. 2019* |
| **High School for Gifted Students, Hanoi National University of Education** | Hanoi, Vietnam |
| *Vietnam High School Baccalaureate, Information technology class* | *Sept. 2013 - May. 2016* |

## SKILLS

**Languages**: Vietnamese (Native), English (IELTS 6.5), French (DELF A2)
**Programming Languages**: Python, C, Go, Bash
**Industry Knowledge**: Linux System, Virtual Machine, Cryptography, Cloud, Networking, Security
**DevOps Stack**: Github/Gitlab/Jenkins CI/CD tool, Promotheus & Grafana, AWS, Docker, k8s, Terraform
**Database**: MariaDB, MySQL, MongoDB
**Developer Tools**: Git, Docker, KVM, Xen, Linux, Vim

## EXPERIENCE

**Cloud Infrastructure / DevOps Engineer**                                    Dec. 2022 - Now
*AgileBio*                                                                    *Paris, France*
- Building Infrastructure solutions for laboratories & other industries
- Technical stack
  * Cloud: AWS Network, AWS Database, AWS Storage, AWS Compute
  * CI/CD: Jenkins
  * Monitoring: Promotheus & Grafana
  * Database: MariaDB, MySQL
  * Docker, k8s, Linux
  * Bash, Python

**System Engineer/Researcher | *C/C++, Linux Kernel, Bash, VM***             Feb. 2022 - Sept. 2022
*Toulouse Institute of Computer Science Research*                             *Toulouse, France*
- Develop workload migration system from one hypervisor to another(Xen/KVM) and Linux
- Modify Linux Kernel for constructing VM memory map by adding new filesystem
- Make a kernel module for saving workload memory

**Software Developer | *C/C++, Unreal Engine***                              July. 2019 – Feb. 2020
*USTH ICTLab*                                                                 *Hanoi, Vietnam*
- Development of USTH interactive virtual world using Unreal Engine
- Create a 3D interactive virtual world of University of Science and Technology of Hanoi

**Software Developer | *NodeJS, Docker, MongoDB***                           May. 2019 – Aug. 2020
*Vmodev*                                                                      *Hanoi, Vietnam*
- API Experience, Security, Performance and Scalability
- Organised and hosted tech/non-tech events at Vmodev

**Intern & Software Developer | *Python, Bash, IoT***                        May. 2018 – Jan. 2019
*USTH ICT Lab & IRD Vietnam*                                                  *Hanoi, Vietnam*
- Make a communication and control system that operates the scanner both from far distance through GSM and transfer data from short distance through Bluetooth
- Co-authored in the article Autonomous Maeght field scanner with **Prof. Jean-Luc Maeght**