



LÊ NGỌC HUY

Programmer, Machine Learning
researcher and developer

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INTRODUCTION

Because of being interested in Artificial Intelligent, I want to try working with Machine Learning projects in your company. I am also a programmer who usually codes with two programming languages - C/C++ and Python. I can learn new languages in a short time. Besides, I am quite good at thinking and did many practices, small and medium projects in my school. I wish I can help your company to solve many problems with my strengths.



EDUCATION

UNIVERSITY OF INFORMATION TECHNOLOGY

SEP 2017 - NOV 2021

Major: Information Security (but i like Machine Learning)

Current GPA: 8.55/10

UNIVERSITY OF INFORMATION TECHNOLOGY

NOV 2020 - JAN 2021

Graduation thesis: Secure lightweight pattern matching on the constraint devices and cloud service

In process



PROJECT

UNTRUSTED SERVER

NOV 2020 - JAN 2021

<https://github.com/huykingsofm/UntrustedServer>

- The simulator of my article about "Secure lightweight pattern matching on the constraint devices and cloud service".
- Written in Python.
- Involved in security (Protocol and Cryptography) and client-server application development (with no UI).

PACKER

JUN 2020 - JUL 2020

<https://github.com/huykingsofm/Packed-Infected-PE>

- Create my own simple packer.
- Infect some simple code to any programs (similar with the way that a malware works).
- The infected code can realize the Virtual Machine and Debugger and hide itself.
- Written in C.
- Involved in security (PE File, malware mechanism).

DETECT FAKE FACEBOOK ACCOUNT WITH MACHINE LEARNING

JAN 2020 - JUL 2020

<https://github.com/huykingsofm/TMHDetector>

- Using traditional Machine Learning and try using Deep Learning to detect whether a facebook account is fake or not.
- Written in Python.
- Involved in Machine Learning.

KEYLOGGER

SEP 2019 - OCT 2019

<https://github.com/huykingsofm/Keylogger>

- A simple keylogger.
- It has some features such as intelligent log, send log via mail.
- Written in Python.
- Involved in security (hooking mechanism) and programming.

CARDGAME - TIEN LEN MIEN NAM

MAY 2019 - JUN 2019

<https://github.com/huykingsofm/CardGame-TienLen>

- Write a GUI online game to deeply understand network architecture.
- I team up with two friends and handle writing server of this software.
- My server implement 2 features: load balancing and backup (a.k.a server cluster).
- Written in C#.
- Involved in client-server application development (except for UI) and networking.