



Lê Ngọc Huy

Python Backend Developer

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INTRODUCTION

I am also a programmer who usually codes with two programming languages - C/C++ and Python. I also studied about Machine Learning.

Besides, I am quite good at thinking and did many small and medium projects in my school. I wish I can help your company to solve many problems with my strengths.

INTERESTS

I like programming, playing game and expanding my knowledge.

I also want to watch video about animal, comedy and explore the world for relaxing.

EDUCATION

September 2017 - June 2021 **University of Information Technology**

Major: Information Security

Current GPA: 8.53/10

November 2020 - January 2021 **University of Information Technology**

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

In process

SKILLS

Language - Read and understand English documentation.

Document Writing - Write report clearly with Word, Powerpoint, Markdown, LaTeX.

Programming Language - Be familiar with Java in Android, C#.
- Be good at C/C++, Python.

Machine Learning and Deep Learning - Understand many algorithms in traditional Machine Learning.
- Studied about CNN and GAN.
- Be familiar with Pytorch and Keras (with tensorflow backend) framework.

Data Structure and Algorithm - Understand all basic data structures and algorithms.
- Know some advanced ones.

OOP - Strong fundamental understanding of OOP.

Github - Know basic features in git and github.

OS

- Usually work on Windows, but I am also familiar with Linux kernel (including Ubuntu, Kali, Raspberry Pi 3).

PROJECT

Nov 2020 - Jan 2021

UntrustedServer

<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).

Jun 2020 - Jul 2020

Packer

<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, Debugger and hide itself.
- Written in C.
- Involved in security (PE File, malware mechanism).

Jan 2020 - Jul 2020

Detect Fake Facebook Account with Machine Learning

<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.

Sep 2019 - Oct 2019

Keylogger

<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.

May 2019 - Jun 2019

CardGame - Tien Len Mien Nam

<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 (my teammate are responsible for UI).
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