



**LÊ NGỌC HUY**

*Python Developer*

September 04, 1999

Male

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<https://github.com/huykingsofm>

## INTRODUCTION

I am 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.

## SKILLS

English

Representation

C/C++ and Python

Java and C#

Data Structures and Algorithms

OOP

Git and Github



## EDUCATION

### UNIVERSITY OF INFORMATION TECHNOLOGY

Major: Information Security

Current GPA: 8.53/10

SEP 2017 - NOV 2021

### UNIVERSITY OF INFORMATION TECHNOLOGY

Graduation thesis: Secure lightweight pattern matching on the constraint devices and Cloud Service

In process

NOV 2020 - JAN 2021



## PROJECT

### UNTRUSTED SERVER

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

NOV 2020 - JAN 2021

- 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

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

JUN 2020 - JUL 2020

- 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

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

JAN 2020 - JUL 2020

- 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

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

SEP 2019 - OCT 2019

- 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.

### CARD GAME - TIEN LEN MIEN NAM

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

MAY 2019 - JUN 2019

- 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).