



Lê Ngọc Huy

Software Engineer

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INTRODUCTION

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

Besides, I am quite good at thinking and did many small and medium projects. I prefer coding libraries supporting my programs. 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 world exploration 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 basic English documentation.

Programming Language - Basic knowledge of Java, C#.
- Be good at C/C++, Python.

Database - Basic knowledge of Oracle, SQL, MongoDB.

Machine Learning and Deep Learning - Understand many algorithms in traditional Machine Learning.
- Know some algorithms in modern Deep Learning.
- Be familiar with Pytorch and Keras (with TensorFlow backend) framework.

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

OOP - Strong fundamental understanding of OOP.

PROJECT

Mar 2021 - Apr 2021

csbuilder

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

- A framework for building protocol-based client-server application.
- Written in Python.
- Involved in library development, client-server development, networking protocol.

Feb 2020 - May 2021

ThesisSimulator

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

- The simulator of my article about "Secure lightweight pattern matching on the constraint devices and cloud service".
- Written in Python and based on csbuilder.
- 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 program (similar to the way that 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 the log via email.
- Written in Python.
- Involved in security (hooking mechanism) and programming.

May 2019 - Jun 2019

CardGame - Tien Len Mien Nam (backend side)

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

- Write a GUI online game to deeply understand network architecture.
 - My server implements two features: load balancing and backup (a.k.a server cluster).
 - Written in C#.
 - Involved in client-server application development.
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