Huy Le | Curriculum Vitae

Personal Data

Place and Date of Birth:	Long An	Mar 1989
Address:	Ehome 3, Ho Hoc Lam, Binh Tan Dist., Ho Chi Minh City
Phone:	+84 983 543 444
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Work Experience

Current Jan 2014	**Java Back-End Team Leader at Simple Solutions Taipan Vietnam** *Background Processing* Developed a distributed, clustering processing system to be utilized on SeaGame 2015. Responsible for broadcasting messages via selected channels (emails, SMS...) and as a daemon continuously keeping data integrity and up-to-date in an efficient manner.
April - Dec 2013	**Mobile Developer at Itsy Bits** *Mobile Application & Mobile Game* Picked up BancIt series - BancIt Collections, BancIt FICO World. Developed GUI from the ground up (features cover flow, accoridion...) with Lua in the game FICO Missão: Positivo. Mobile lead engineer of Dove Yeu Toc.
November 2012 - Mar 2013	**Part-time Developer at Itsy Bits** *Mobile Application*

Projects

MobifoneCEO

End user mobile app for Mobifone's organization client. Key highlight is a in house chart drawing using both SVG and Canvas2D, specific back-end rendering is selected at runtime depens on the running platform (iOS/Android). Wrote *MobifoneCEO*, an hybrid mobile application using *CoffeeScript, jQuery Mobile, Jade, LESS*. Initiating BancIt series with BancIt Scoring using Sench Touch as the application framework.

Scale:	3 persons in 1 month
Techs:	CoffeeScript, LESS, PhoneGap, jQuery Mobile, Jade, Paper.js

BancIt | Links

An series of mobile application, implemented as a single page web app, with internal achievements mechanism

Scale:	4 persons in 2 months
Techs:	CoffeeScript, Sench Touch, SASS, OAuth

FICO Missão: Positivo | Links

A mobile game, written in Lua using CoronaSDK. I wrote it's GUI from the ground up which feature cover flow, accorion,...

SCALE: 5 persons in 2 months
TECHS: ‹todo›

Dove Yeu Toc | Links

A sort of complex mobile app with social network feature ‹TODO: simplify› following, comments, like, find friends by contacts, take photos
sliding menu UI...

SCALE: 7 persons in 2 months
TECHS: CoffeeScript, Sencha Touch

Commstree 4 - SeaGames 2015 Broadcasting & Management System

Scale: 20 persons * 2 years
Techs: Vert.X, Spring (MVC/Data), , Hibernate

EDUCATION

JULY 2008   Participated in COMPUTER SCIENCE at *HCM International University* (National Univerisy)

LANGUAGES

VIETNAMESE: Mothertongue
ENGLISH: Fluent

SKILL SET

PROGRAMMING LANGUAGES	Java, JavaScript/CoffeeScript, Lua, VimScript, Shell (fish, bash) Clojure, Python, Haskell
FRAMEWORKS/LIBRARIES	Vert.X, VSpec, Seesaw, Underscore, Sencha, grasp of Spring, Hibernate,...
TOOLS	IDEA, Vim, Tmux, Markdown, LaTeX, Git...

INTERESTS AND ACTIVITIES

Hacking, bizarre programming, critical thinking...
Speaker at Barcamp 2012 "30 Minutes Game Development with Unity" and Techcamp 2014 "Interactive Development with Vim".
A (tiny) Clojure user group organizer.

yeah