Huy Le | Curriculum Vitae

Personal Data

Place and Date of Birth:	Long An	Mar 1989
Address:	B1-018, Ehome 3, Ho Hoc Lam, Binh Tan Dist., Ho Chi Minh City
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Work Experience

Current Jan 2014	Java Back-End Team Leader at Simple Solutions Taipan Vietnam *Background Processing* Worked on distributed / clustered system. Do refactoring / debugging performance crucial points and bottlenecks on demand of other modules / systems. Learn valuable lessons of maintaining unmaintainable codes. Gave technical talks to colleges.
April - Dec 2013	Mobile Developer at Itsy Bits *Mobile Application & Mobile Game* Dived into the web stack. Great deal amount of time working on front-end hybrid application and game. Evaluating and making technical decisions.
November 2012 - Mar 2013	Part-time Developer at Itsy Bits *Mobile Application* Experienced with a fair amount of web front-end technologies: CoffeeScript, LESS, Jade, Sencha Touch, Underscore, Jasmine, Chai.... Initiated a sequence of mobile web hybrid applications in company.

Projects

MobifoneCEO
2012

End-user mobile application for Mobifone's organization type client. Feature highlight is an in-house implementation of chart drawing using two rendering back-end: SVG and Canvas2D - which is selected at runtime based on platform criteria (OS, platform version...).

Client:	Mobifone
Scale:	3 persons in 1 month
Role:	Sole Developer
Techs:	CoffeeScript, LESS, PhoneGap, jQuery Mobile, Jade, Paper.js...

Banc-It Series | Links
2013

An series of e-learning mobile application, the biggest technical obstacle is ungeneralizable criteria of achievements. Which was resolved by a specialized event driven implementation.

Client:	BankersLab
Scale:	4 persons in 2 months
Role:	Sole Developer
Techs:	CoffeeScript, Sench Touch, SASS, OAuth...

FICO Missão: Positivo | Links

2013

A mixed of mobile game & business application written in Lua using CoronaSDK. Most of advanced GUI were written the ground up on top primitive graphic elements: cover flow, accordion, buffered list.... I wrote application logic, GUI components, home-made OAuth client-side authentication in Lua, and an enhanced CoronaSDK log processor in Perl.

CLIENT: BankersLab
SCALE: 5 persons in 2 months
ROLE: GUI, Business Logic Developer
TECHS: Lua, CoronaSDK, OAuth, Perl...

Dove Yeu Toc | Links

2013

A featureful mobile application around idea of 'hair photos social network', features: basic social network interactions (following, commenting, favourite); not so basic (find friends by local/social contacts, take/upload/modify photos); in-app calendar with events appointment; (real) rewards mechanism; push notifications.... I worked on technical design of the mobile app; proposal/requirement of back-end HTTP API; implement non-native features.

CLIENT: Unilever, Ogilvy
SCALE: 7 persons in 2 months
ROLE: Mobile Lead Engineer
TECHS: CoffeeScript, Sencha Touch, OAuth, Facebook Graph API...

Commstree 4 | Links
- SEA Games 2015 Broadcasting & Volunteer Management

2014

An end-to-end enterprise solution primarily to serve on SEA Games 2015. My main responsibility is to develop a distributed / cluster background system which in charge of broadcasting messages via selected channels (emails, SMS...) and as a daemon continuously keeping data integrity and up-to-date in an efficient manner. Occasionally in charge of refactoring / debugging crucial portion and performance bottlenecks of other modules. I also made development aiding tools and child projects: Surgemail DSN Log Parser (formal), VSpec, CT4Repl (informal)....

CLIENT: Sport Singapore
SCALE: 20 persons in 2 years
ROLE: Background Engineer / Team Leader
TECHS: Vert.x, RxJava, Python, Groovy, Spring (-MVC,-Data,-Security...), Hibernate, CAS...

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 Touch, grasp of Spring, Hibernate…
Tools	IDEA, Vim, Tmux, Markdown, LaTeX, Git…

Interests and Activities

Hacking, literate coding, functional 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.

Links

Banc-It

Landing Page   http://www.bankerslab.com/banc-it/
Banc-It Scoring:
App Store   https://itunes.apple.com/us/app/bancit-scoring/id599922020?mt=8
Google Play   https://play.google.com/store/apps/details?id=com.bankerslab.scoring&hl=en
Banc-It Collections:
App Store   https://itunes.apple.com/au/app/bancit-collections/id618952101?mt=8
Google Play   https://play.google.com/store/apps/details?id=com.bankerslab.collections
Banc-It FICO World:
App Store   https://itunes.apple.com/us/app/bancit-fico-world/id631150220?mt=8
Google Play   https://play.google.com/store/apps/details?id=com.bankerslab.bancitfico&hl=en

FICO Missão: Positivo

Landing Page   http://www.missaopositivo.com.br/
App Store   https://itunes.apple.com/us/app/fico-missao-positivo/id688665142?mt=8
Google Play   https://play.google.com/store/apps/details?id=com.bankerslab.missaopositivo

Dove Yeu Toc

Landing Page   http://www.toilacogaidove.com.vn/phuc-hoi-hu-ton-moi/dove-yeu-toc
App Store   https://itunes.apple.com/vn/app/dove-yeu-toc/id733163838?mt=8
Google Play   https://play.google.com/store/apps/details?id=net.itsybits.dovediamante&hl=en

Commstree 4

Landing Page   https://www.volunteers.sg/