

Huy LE | Curriculum Vitae

PERSONAL DATA

PLACE AND DATE OF BIRTH: Long An | Mar 1989
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WORK EXPERIENCE

<i>Current</i> JAN 2014	Java Back-End Team Leader at SIMPLE SOLUTIONS TAIPAN VIETNAM <i>Background Processing</i> Starting at a front-end position, end up working on a distributed systems. Occasionally in charge of refactoring crucial portions, performance bottlenecks of other modules/systems; make development tools. Learn valuable lessons of maintaining unmaintainable codes. Gave technical talk sessions to colleges
APRIL - DEC 2013	Mobile Developer at ITSY BITS <i>Mobile Application & Mobile Game</i> Dived in to the web stack. Great deal of time working on developing GUI up in both web and graphics context: sliding menu, cover flow, accordion, calendars... Evaluate and make decisions on technologies to be used.
NOVEMBER 2012 - MAR 2013	Part-time Developer at ITSY BITS <i>Mobile Application</i> 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 a in-house implementation of chart drawing using two rendering back-end: SVG and Canvas2D - which is selected at runtime based on some 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

2013

[| Links](#)

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, Sencha Touch, SASS, OAuth...

FICO Missão: Positivo

[| Links](#)

2013

A mixed of mobile game & business application written in Lua using CoronaSDK. Most of advanced GUI elements were written the ground up on top primitive graphics elements: cover flow, accordion, buffered list....

CLIENT: [BankersLab](#)
SCALE: 5 persons in 2 months
ROLE: GUI Developer
TECHS: Lua, CoronaSDK, OAuth, Perl...

Dove Yeu Toc

[| Links](#)

2013

A featureful mobile application around '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

End-to-end enterprise solution primarily to serve on the 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 that continuously keeping data integrity and up-to-date in an efficient manner. I 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, 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

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

FICO Missão: Positivo

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

Dove Yeu Toc

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

Commstree 4

<i>Landing Page</i>	https://www.volunteers.sg/
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