

# Hieu Vu

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## EDUCATION

### York University

*Bachelor of Science in Computer Science*

Toronto, ON

Sep. 2024 – May 2026

### Sheridan College

*Advanced Diploma of Software Development and Network Engineering*

Oakville, ON

Sep. 2020 – Dec 2023

## EXPERIENCE

### Software Developer

May 2023 – Aug. 2023

SIRT

Toronto, ON

- Conducted software development and learned new technologies to contribute to the main project
- Debugged and extracted a **10K+** entry animation dataset, leading to a **25%** faster asset integration into the main system

### AR/MR Software Developer

Jan. 2022 – April 2023

CloudDX

Oakville, ON

- Developed and debugged registration workflow, leading to **50%** faster component integration into the main project
- Debugged facial recognition to improve detection accuracy and responsiveness by **20%**
- Developed near/far hand interaction features for the system, optimizing performance by **30%**
- Collaborated with medical and technical stakeholders for iterative design improvements
- Supported system integration and testing for the project presented at Avatar XPrize 2022

## PROJECTS

### Student Admin Portal | ASP.NET, C#, Angular

- Developed a full-stack student management web application with features to add, edit, and delete student records, and upload/update profile images
- Implemented a RESTful Web API using ASP.NET Core and integrated it with an Angular front end
- Optimized database queries, reducing data retrieval time by **30%**
- Designed a responsive UI to improve user experience and management efficiency for **100+** student records

### ShopFun POS | MongoDB, Express.js, React, Node.js

- Built a full-stack scalable POS application supporting user registration, authentication, cart management, and billing
- Designed RESTful APIs with Express.js and Node.js to handle inventory operations (add/delete/edit/get)
- Integrated React for a responsive front end and MongoDB for real-time data persistence
- Optimized query performance and state updates, improving system responsiveness by **25%** and ensuring reliable logging of all transactions and customers

### Future Shock 2099 | Unity, Photon Engine, C#

- Built an online multiplayer FPS game with real-time networking using Photon Engine
- Implemented player naming, lobby creation, matchmaking, and room synchronization features for **10+** concurrent players
- Optimized object serialization and event handling to reduce latency by **15–20%**
- Developed custom scripts for player movement, shooting mechanics, and game session management, ensuring stable gameplay across clients

## TECHNICAL SKILLS

**Languages:** Java, Python, C#, C/C++, SQL, JSON, JavaScript

**Frameworks:** React, Node.js, JUnit, ASP.NET, Spring, FastAPI

**Database:** MS SQL, MongoDB, Supabase