

Hieu Vu

437-214-8656 | matthewvu2719@gmail.com | linkedin.com/in/matthew-hieu-vu/ | github.com/matthewvu2719

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

SIRT

May 2023 – Aug. 2023

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

CloudDX

Jan. 2022 – April 2023

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