

MINH VY HA

Software Engineer

Programming

- Python
- TypeScript
- Java
- MERN
- HTML | CSS
- Desktop Dev
- JavaScript
- Data Structure
- SQL
- Django | Flask

Tools

- Git | GitHub
- NEAT
- MongoDB
- TensorFlow
- Electron.js
- Video Editing
- Adobe Tools
- Extension Dev

Certification

Hackathon: AI for Inclusion

- [Show Credential](#)

CS50X | CS50P

- [Show Credential](#)

Web Competition | NCSS

- [Show Credential](#)

Education

2019 - 2023

High School Certificate

Cabramatta High School

Languages

English

Vietnamese

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EXPERIENCES

06/2022 - Current Project Flux - Singapore Junior Engineering Manager

- I managed a team of **20** co-developers to design web & desktop applications that exceeded 150% of the requirement in terms of features, deadlines, and help avoid **10** fatal issues before Project Flux launched the product.
- I use **HTML | CSS | JS** and **Electron.js** to develop websites, chrome extension and desktop application, I lead my team implement functionality for the company's software that resulted in an increase of 30% completion time and 70% in code quality.
- I create demo videos to help the company approach and deliver the software to more than **6** clients, including organizations and governments.

PROJECTS

Stock | Crypto Exchange

[Source Code](#)

- I create a mock Stock | Crypto Exchange that can let users to sign up and log in to their own Google account. I used **MERN** Stack to implement this project with frontend built in **React | JavaScript** and backend built with **Express.js** and **Node.js**.

Note Taking Application - MERN

[Source Code](#) [Video](#)

- This is a full-stack note-taking application. The application allows user to create, read, update and delete notes (**CRUD**). The frontend is built on React with **TypeScript**. The backend is built with MongoDB, Express.js and Node.js.

AI Play Pong Game

[Source Code](#) [Video](#)

- This project using **NEAT** (NeuroEvolution of Augmenting Topologies) to build and train an **AI** to play a simple game (Pong). I implemented all the interface of the game and the algorithms to play the game.

REFERENCES

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