SALVIO HA

Software Engineer

Programming

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

Tools

- Git | GitHub
- MongoDB
- Electron.js
- React.js
- NEAT
- Flutter
- Video Editing
- 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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- https://linkedin.com/in/minhvyha/
- https://youtube.com/@M1nhDev

EXPERIENCES

05/2022 - Current
Greenie Web - Singapore
Software Engineering Manager / Director

- I managed projects and lead a team of **30+** co-developers, with over **120** members in total for all time, to design web & desktop applications that exceeded **150%** of the requirement in terms of features, deadlines, and help avoid **10** fatal issues before Greenie Web launched the product.
- I use **HTML | CSS | JS**, **Electron.js** and **Flutter** 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 have also led the adoption of modern software development practices, including continuous integration and deployment (CI/CD), code reviews, and automated testing.

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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