MINH VY HA

Software Engineer

📞 +61 452 133 899

✉ minhvy.ha@outlook.com

🌐 www.minhvyha.tech

🔧 https://github.com/minhvy828

in https://linkedin.com/in/minhvyha/

📍 NSW Australia

Programming

- Python
- Java
- HTML | CSS
- JavaScript
- SQL
- TypeScript
- MERN
- Web Design
- Data Structure
- Django | Flask

Tools

- Git | GitHub
- MongoDB
- Electron
- Adobe Tools
- NEAT
- TensorFlow
- 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

Experience

07/2022 - Current
Project Flux - Singapore
Junior Engineering Manager

- I managed a team of **20** developers to design and deliver front-end web applications and help avoid **10** fatal issues before Project Flux launched the product.
- I use **JavaScript** and **Electron** to develop websites and desktop application and implement functionality for the company's software that exceeded **150%** of the requirement in terms of features and deadlines.
- 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

Oliver Kameya
IST Teacher
Email : olivier.nyamushikameya@ education.nsw.gov.au

Fadi Paulis
Friend
Email : Fadi.paulis@education.ns w.gov.au