

# MINH VY HA

Software Engineer

## Programming

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

## Tools

- Git | GitHub
- NEAT
- MongoDB
- Flutter
- Electron.js
- Video Editing
- React.js
- 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://youtube.com/@M1nhDev>

## EXPERIENCES

○ 06/2022 - Current

Project Flux - Singapore

Junior Engineering Manager / Leader

- I managed projects and lead 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, 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 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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