Huy Le | Curriculum Vitae

Personal Data

Place and Date of Birth: Long An | Mar 1989

Address: B1-018, Ehome 3, Ho Hoc Lam, Binh Tan Dist., Ho Chi Minh City

Phone: +84 983 543 444

email: huy.lenq@gmail.com

Work Experience

Current Jan 2014 Java Back-End Team Leader at Simple Solutions Taipan Vietnam

Background Processing

Worked on distributed / clustered system. Do refactoring / debugging performance crucial points and bottlenecks on demand of other modules / systems. Learn valuable lessons of maintaining unmaintainable codes. Gave technical talks to colleges.

Apr - Dec 2013

Mobile Developer at Itsy Bits

Mobile Application & Mobile Game

Dived into the web stack. Great deal amount of time working on front-end hybrid application and game. Evaluating and making technical decisions.

Nov 2012 - Mar 2013

Part-time Developer at Itsy Bits

Mobile Application

Experienced with a fair amount of web front-end technologies: CoffeeScript, LESS, Jade, Sencha Touch, Underscore, Jasmine, Chai.... Initiated a sequence of mobile web hybrid applications in company

Projects

MobifoneCEO

2012

End-user mobile application for Mobifone's organization type client. Feature highlight is an in-house implementation of chart drawing using two rendering back-end: SVG and Canvas2D - which is selected at runtime based on platform criteria (OS, platform version...).

Client: Mobifone

Scale: 3 persons in 1 month Role: Sole Developer

Techs: CoffeeScript, LESS, PhoneGap, jQuery Mobile, Jade, Paper.js...

Banc-It Series | Links

2013

An series of e-learning mobile application, the biggest technical obstacle is ungeneralizable criteria of achievements. Which was resolved by a specialized event driven implementation.

Client: BankersLab

Scale: 4 persons in 2 months
Role: Sole Developer

Techs: CoffeeScript, Sench Touch, SASS, OAuth...

FICO Missão: Positivo

2013

A mixed of mobile game & business application written in Lua using CoronaSDK. Most of advanced GUI were written the ground up on top primitive graphic elements: cover flow, accordion, buffered list.... I wrote application logic, GUI components, home-made OAuth client-side authentication in Lua, and an enhanced CoronaSDK log processor in Perl.

Client: BankersLab

Scale: 5 persons in 2 months

Role: GUI, Business Logic Developer Techs: Lua, CoronaSDK, OAuth, Perl...

Dove Yeu Toc

2013

A featureful mobile application around idea of 'hair photos social network', features: basic social network interactions (following, commenting, favourite); not so basic (find friends by local/social contacts, take/upload/modify photos); in-app calendar with events appointment; (real) rewards mechanism; push notifications.... I worked on technical design of the mobile app; proposal/requirement of back-end HTTP API; implement non-native features.

Client: Unilever, Ogilvy

Scale: 7 persons in 2 months

Role: Mobile Lead Engineer

Techs: CoffeeScript, Sencha Touch, OAuth, Facebook Graph API...

Commstree 4

- SEA Games 2015 Broadcasting & Volunteer Management 2014

An end-to-end enterprise solution primarily to serve on SEA Games 2015. My main responsibility is to develop a distributed / clustered background system which in charge of broadcasting messages via selected channels (emails, SMS...) and as a daemon continuously keeping data integrity and up-to-date in an efficient manner. Occasionally in charge of refactoring / debugging crucial portion and performance bottlenecks of other modules. I also made development aiding tools and child projects: Surgemail DSN Log Parser (formal), VSpec, CT4Repl (informal)....

Client: Sport Singapore
Scale: 20 persons in 2 years

Role: Background Engineer / Team Leader

Techs: Vert.x, RxJava, Python, Groovy, Spring (-MVC,-Data,-Security...), Hibernate, CAS...

Education

July 2008 Participated in Computer Science at HCM International University (National University)

Languages

Vietnamese: Mothertongue English: Fluent

Skill Set

Programming Languages Java, JavaScript/CoffeeScript, Lua, VimScript, Shell (fish, bash)

Clojure, Python, Haskell

Frameworks/Libraries Vert.X, VSpec, Seesaw, Underscore, Sencha Touch,

grasp of Spring, Hibernate...

Tools IDEA, Vim, Tmux, Markdown, LATEX, Git...

Interests and Activities

Hacking, literate coding, functional programming, critical thinking...

Speaker at Barcamp 2012 "30 Minutes Game Development with Unity" and Techcamp 2014 "Interactive Development with Vim".

A (tiny) Clojure user group organizer.

Links

Banc-It

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Landing Page
                   http://www.bankerslab.com/banc-it/
    Banc-It Scoring:
        App Store
                   https://itunes.apple.com/us/app/bancit-scoring/id599922020?mt=8
       Google Play
                   https://play.google.com/store/apps/details?id=com.bankerslab.scoring&hl=en
 Banc-It Collections:
        App Store
                   https://itunes.apple.com/au/app/bancit-collections/id618952101?mt=8
       Google Play
                   https://play.google.com/store/apps/details?id=com.bankerslab.collections
Banc-It FICO World:
        App Store
                   https://itunes.apple.com/us/app/bancit-fico-world/id631150220?mt=8
       Google Play
                   https://play.google.com/store/apps/details?id=com.bankerslab.bancitfico&hl=en
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FICO Missão: Positivo

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Landing Page http://www.missaopositivo.com.br/
App Store https://itunes.apple.com/us/app/fico-missao-positivo/id688665142?mt=8
Google Play https://play.google.com/store/apps/details?id=com.bankerslab.missaopositivo
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Dove Yeu Toc

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Landing Page http://www.toilacogaidove.com.vn/phuc-hoi-hu-ton-moi/dove-yeu-toc
App Store https://itunes.apple.com/vn/app/dove-yeu-toc/id733163838?mt=8
Google Play https://play.google.com/store/apps/details?id=net.itsybits.dovediamante&hl=en
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Commstree 4

Landing Page https://www.volunteers.sg/