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- 2 years of experience in the software development.
 - I am a quick learner, and an excellent team player.
 - Year of Birth: 1984
 - Sex: Male

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AREA OF EXPERTISE

Language

- .Net framework
 - 2.0, 3.0, 3.5
 - LINQ
- Web-based
 - ASP.NET
 - JavaScript
 - AJAX
 - CSS
- Other
 - C/C++
 - Prolog
 - Python
 - Lisp

Databases

- MS SQL
- Access
- MySQL

Programming

- OOP
- AOP
- Design patterns
- Knowledge
 - Serialization
 - Reflection
 - Threading
 - Networking
 - Remoting
 - Security
- Refactoring
- Optimization

Framework

- Client server technologies
- MVC
- ORM
- Validation
- Data binding

Project

management

- Project management
- Development process
- Testing process

Open source

- NUnit

Others

- Parser
- Graphic Engine
- Handwriting recognition
- Linux programming
- Accounting



PROFESSIONAL EXPERIENCE

Developer, Thien Hai Ngoc Company

Apr 2007 – now

- Start as programmer in a project developing a new XmlSerializer.
- Join many internal training.
- Training new staffs.
- Develop project for internal use or outsourcing:
 - Internal projects
 - BinarySerializer
 - XmlParser
 - Accounting Module
 - Graphic Engine SunFire
 - XmlSerializer
 - Salary Management
 - Outsourcing projects
 - KhangThong website
 - Real Estate website
 - Pipeline Inspection



EDUCATION

- **Bachelor of Engineering in Computer Science and Engineering, 2007**
Ho Chi Minh City University of Technology.



SOCIAL ACTIVITY

- **Group Leader of Vietnamese Youth Volunteer (VYV) Southern Branch** **Sep 2006 – Oct 2007**
VYV is a non-profitable and non-governmental charitable organization which is dedicated to improving the lives of children in Vietnamese communities. The organization was established from Olympia forum, held by college students and pupils since 2005.
- **Suppermod of OlympiaVN.org forum** **Jul 2007 – now**



ADDENDUM – PROJECTS IN DETAILS

Project : BinarySerializer

Position : Team Leader

Client : (internal project)

Description : Serialize and deserialize objects in binary format. Compare to BinaryFormatter of .NET, this serializer yield much better performance, support object schema change, and portable to other languages or platforms.

Technologies : Binary processing, Optimization, I/O, Reflection, Emit, Encoding, Compression

Project : Real Estate website

Position : Team Leader

Client : KhangThong

Description : Building a website to manage real estate.

Technologies : ASP.NET, XAF, CSS, JavaScript, CMS, Web control

Project : XmlParser

Position : Researcher

Client : (internal project)

Description : Research a fast parser to process xml document.

Technologies : Cache, Pull, Push, Hybrid model, DOM, SAX

Project : Pipeline Inspection

Position : Team Leader

Client : GeoCorr, LLC + CyberVN Consulting

Description : Develop graphical analysis software for assisting with manual analysis and automatic analysis of anomalies in oil pipelines.

Technologies : SunFire, GDI+, Threading, Binary processing, XML, Scientific algorithms (noise removal, trend analysis, shape detection), Data optimization, OOXML (Excel, Word export), Template-based report engine, Design patterns (command, observer, factory, singleton, adapter, facade, proxy pattern)

Project : Accounting Module

Position : Developer

Client : (internal project)

Description : Research and re-engineer Accounting module.

Technologies : Data Abstract Layer, Persistence Layer, Transaction, CRUD, Design Patterns (Identity Field, Identity Map, Query Object)

Project : SunFire

Position : Developer

Client : (internal project)

Description : Presentation layer completes with graphic engine, font rasterization, image processing, animation, UI controls, declarative UI, etc.

Technologies : .NET 1.1, GDI+, OpenGL, DirectX, SVG, Graphic Engine, Renderer, Anti-aliasing, Sub-pixel, Rasterizer

Project : XmlSerializer

Position : Developer

Client : (internal project)

Description : Lightweight yet much faster and complete than XmlSerializer of .NET. It is designed for both human and machine.

Technologies : .NET 1.1, Read write XML, Reflection, Serialization, Optimization, Design Patterns (factory, builder, and facade)