

Nguyen Huy Vu (Josh)

Can Tho, Vietnam (open to relocation to Ho Chi Minh City)
wheevu@proton.me • wheevu.dev • LinkedIn • GitHub

Languages: Rust, Go, C++, Python, TypeScript
Backend: PostgreSQL, Redis, Gin, SQLite
Frontend: React, SolidJS, Svelte, Tailwind, Vite
Tooling: Docker, Nginx, GitHub Actions, Tree-sitter, Linux
ML/AI: ONNX Runtime, NVIDIA NeMo, YOLOv8, ArcFace

Can Tho University | Can Tho, Vietnam
B.S. in Computer Science (Expected November 2026)
Languages: English (IELTS 8.5), Vietnamese (native), Korean (elementary)

EXPERIENCE

Software Engineer Intern, Gia Viet English Language Center

Feb 2026 – Apr 2026

- Built an internal RAG chatbot in Rust with a custom chunking and retrieval pipeline, SQLite storage, and a React frontend.

PROJECTS

repo-context | Rust, Tree-sitter, RustPython

- CLI tool that converts repositories into context packs with file ranking, chunking, and secret redaction.
- Rewrote the tool from Python to Rust and reduced export time by 5.5-5.8x while preserving output.

muninn | Rust, Bytecode VM, Compilers

- Statically typed programming language with a stack-based VM and bytecode compiler.
- Built the compilation pipeline (parsing, semantic analysis, type checking, generation) and tooling (LSP, VSCode extension).

focus-lock-rs | Rust, Tauri, Svelte, ONNX Runtime, Tokio

- Kpop fancam generator that crops landscape videos to vertical by locking onto a specific identity using YOLOv8 and ArcFace.
- Built a video pipeline with bounded channels, SIMD acceleration, and 2D Kalman filtering to reduce crop jitter.

synergy-flow | TypeScript, Go/Gin, React, PostgreSQL, Redis, Nginx, Docker — Full-stack project management app with SSE real-time updates, transactional Kanban reordering, and a durable binary event log with CRC32 validation and replay-by-offset.

personal-site | TypeScript, SolidJS, Sanity, Cloudflare Pages — Personal site with custom animation.

OPEN-SOURCE CONTRIBUTIONS

Tiled Map Editor | C++, Qt

- Proposed and co-authored an **upstream feature** reducing animated tile marker opacity during terrain editing in the tileset view.
- Credited in the project's **release notes**; maintainer cherry-picked the change into the release branch.

RustPython | Rust

- Fixed type creation logic and preserved the caller-provided namespace to match CPython; **merged upstream**.
- Fixed SyntaxError constructor validation and rejected invalid location tuple shapes to match CPython; **merged upstream**.

Ikemen GO | Go, Lua

- Updated turns/team member portrait priority handling so single-portrait layouts refresh correctly; **merged upstream**.

PROGRAMS & HACKATHONS

Backend Lead & Top Finalist (200/2000), NAVER Vietnam Hackathon

Dec 2025

- Built a Node.js/Express backend with MongoDB, Server-Sent Events, and Docker deployment on NAVER Cloud.
- Led product planning and backend architecture for a shopping assistant using NAVER HyperCLOVA; coordinated the team.

1st Place Winner & Team Lead, KENTECH WFK AI Program (3-week Korea-Vietnam exchange)

Jul 2025

- Built a film-poster classification pipeline that placed 1st among 15+ teams; balanced a 90,000+ image dataset to fix class imbalance.
- Hosted a cultural festival and served as city guide for visiting Korean students; primary liaison between both groups in English.

OTHER EXPERIENCE

STEM Mentor, Fulbright University Vietnam & U.S. Embassy

Feb 2026 – May 2026

- Supported students in a STEM initiative building community projects across 100+ teams.

Head of HR & Rapporteur, Mekong River Estuary Model UN

Mar 2025 – Dec 2025

- Managed operations; documented proceedings, and interpreted English–Vietnamese for 100+ participants.

Founding Member & Speaker, CTU GreenEng

Jun 2023 – Sep 2023

- Co-launched a sustainability initiative, organized 6+ workshops, and delivered a guest talk to 1,000+ students.

English Teacher, Gia Viet English Language Center

Mar 2023 – Aug 2025

- Taught academic English to K12 students and professionals with a focus on writing, structure, and feedback.