

# Phi Dinh

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Phi Dinh is a software developer currently based in London. Since graduating in Computer Science at the University of Birmingham in 2006, he has been working as a full-time programmer in a variety of languages and technologies. He has a particular interest in building polished consumer experiences for the web and the mobile space.

During his spare time, he experiments with game concepts & mechanics to develop innovative games for current and upcoming platforms.

## Skills (listing only those with long term or most recent exposure)

- ✓ RIA technologies: Adobe Flex + Cairngorm (3 yrs), WPF/XAML (1yr), Facebook API, ASP.NET
- ✓ Mobile technologies: iPhone SDK (6 mnths)
- ✓ Essential languages: Actionscript 3 (3 yrs), C# (2 yrs), Java (4 yrs), PHP (2 yrs), HTML/CSS (6 yrs)
- ✓ Essential databases: MySQL (4 yrs), MSSQL (2 yrs)
- ✓ IDEs: Flex Builder 3, Eclipse, Visual Studio 2008, Expression Blend, Xcode
- ✓ Agile development: Scrum, Peer code review, TDD and Continuous Integration
- ✓ Adobe Photoshop (6 yrs), Dreamweaver (3 yrs)

## Notable Projects (see [website](#) for a complete portfolio and visuals)

- November 2008 – Present**      **Multiplayer GPS Game, Gorilla Geeks**  
*iPhone SDK, MySQL, Java Sockets*  
An innovative game utilizing GPS and the mobile community, with a unique business model. Development is ongoing with co-founder of Gorilla Geeks. Release to be expected mid-2010.
- May 2009 – Present**      **Various Prototypes, Betfair Prototyping Team**  
*iPhone SDK, Adobe Flex, Java, HTML/CSS, Facebook API*  
Implemented various visual and functional application prototypes. Notables include: Football Rattle iPhone application, World Cup Tournament Chart iPhone application and alternative views for Betfair's existing system in Flex and Facebook. Server side functionality was implemented using real-time scalable sockets based on the Netty framework.
- October 2008 – May 2009**      **Next Gen Poker Client, Betfair Poker**  
*Adobe Flex, Adobe Flash*  
Replacing Betfair Poker's old desktop client with a web-based Flex front end allowing the user to log in and play from any browser. Duties involved user interface implementation from a static design provided by the User Experience Team, and managing connectivity to an existing HTTP API for server-side functionality. Worked in a development team of 5, using Agile software development methodologies with Test Driven Development and Continuous Integration.
- August 2007 – October 2008**      **Property Management Software, Reapit**  
*ADO.NET data access, .NET C#, WPF/XAML, MSSQL*  
A large enterprise application to replace Reapit's existing system, handling all aspects of sales, lettings and finance. Worked in a development team of 3, duties included user interface design & implementation, and business logic.
- April 2007 – October 2008**      **Property Sharing Software, Reapit**  
*Adobe Flex, .NET C#, ASP.NET, SOAP, MSSQL, OpenXML*  
Completed a web-based Property Sharing application in Flex for a group of large London estate agents. Implementation of front end and back end services was completed by myself in 6 months, with ongoing maintenance for additional features and bug fixes.

Phi Dinh - Software Developer CV – Nov 2009

**March 2007 – April 2007**      **Video Editing and Uploading Software, Reapit**  
*.NET C# (Windows Forms), COMInterop, Visual FoxPro, Flash, JavaScript*  
Video editing and uploading tool for agents to manage video tours of their own properties. A “YouTube” for real estate. COMInterop was used for integration with the existing FoxPro system.

**Sept 2005 – July 2006**      **Multiplayer Virtual World, University of Birmingham**  
*Java (Swing), TCP/IP Sockets, UDP, MySQL*  
2D sprite-based interactive multi-user world, with emphasis on chat and online communities. Similar in concept to Second Life. Created for the final year dissertation of the Computer Science degree. Latency optimization techniques used, with MySQL for user persistence.

## Experience

**October 2008 – Present**      **Prototype Developer, Flex Developer**  
*Prototyping Team, Betfair, London*  
*Poker Team, Betfair, London*  
Joined Betfair Poker in 2008 to assist development of a next generation web-based Poker client. After 8 months the project is functionally complete, although company structure changes has meant that the product will not be released this year.

The Prototyping Team was created in May to draw together ideas from around the company and implement rapid visual and functional prototypes. Successful ideas and prototypes were then handed over to other teams for polished implementation and testing.

To date, have completed various high fidelity functional prototypes for a variety of platforms including Flex and the iPhone, 1 on which has been approved for imminent release.

**November 2008 – Present**      **Joint Director and Co-Founder**  
*Gorilla Geeks, London*  
Gorilla Geeks was incorporated in November 2008, with focus on the development of innovative games and apps for the iPhone platform. This currently fills my spare time.

**July 2006 – October 2008**      **Software Developer**  
*Reapit, Solihull & London*  
Initial 3 months at the support office in Solihull, resolving helpdesk queries. Quickly transferred to the Fulham office as a full-time programmer. Duties include implementing brand new software in .NET and Flex, and researching new technologies for the company’s future products.

Completed 2 major programming projects (covering all aspects of the development cycle) with the majority of coding done myself.

## Education

**September 2003 – July 2006**      **BSc Computer Science (Hons) 2:1**  
*University of Birmingham*  
Diverse course covering all aspects of computer science, including software engineering, OO design and programming, databases, graphics, mathematics, human computer interaction and AI.

**September 1999 – July 2003**      **3 A Levels and 1 AS (BBBd) & 9 GCSEs (ABBBBBCCC)**  
*Mereway Upper School, Northampton*

## Other Notable Achievements

- **Unconditional entry into the University of Birmingham** after completing a programming challenge set during the School of Computer Science open day.
- **Outstanding Achievement Shield 2001/2002** for achieving the highest AS Level grades out of all the students in that year.