

Phi Dinh

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Phi Dinh is a software developer based in London, currently holding a senior position at Betfair. Since graduating in Computer Science at the University of Birmingham in 2006, he has been working as a full-time programmer for two successful software companies, and occasionally some freelance work. He is technology and language agnostic, and he has a particular interest in building polished consumer experiences for the web and the mobile space.

In his spare time, he endeavors to further develop his skills in computer game programming and design.

Skills

- ✓ RIA technologies: Adobe Flex/Flash + Cairngorm (3.5 yrs), WPF/XAML (1yr), Papervision3D, Grails
- ✓ Mobile technologies: iPhone/iPad SDK (1.5 yrs), Android, HTML web apps
- ✓ Languages: ActionScript 3 (3.5 yrs), C# (2 yrs), Java (6 yrs), PHP (2 yrs), HTML/CSS/JS (6 yrs), ObjC (1.5 yrs)
- ✓ Databases: MySQL (6 yrs), MSSQL (2 yrs), SQLite
- ✓ IDEs: Flex Builder, Eclipse, Visual Studio, 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, Personal Project**
iPhone SDK, MySQL, Java Sockets using JBoss Netty
An innovative game utilizing GPS and the mobile community, with a unique business model. Development is ongoing, release to be expected late-2010.
- May 2009 – Present** **Various Prototypes, Betfair Prototyping Team**
iPhone/iPad SDK, Adobe Flex, Java, HTML/CSS, Facebook API
Implemented various visual and functional application prototypes. Notables include a Football Rattle iPhone application, a 3D World Cup Betting Globe in Flex, and a 2010 UK Election Betting Activity Map. Server side functionality was implemented using real-time scalable sockets based on the Netty framework and CometD.
- 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. Implemented the user interface and managed integration with the existing system via a SOAP API. Worked in a team of 5 developers, using Agile software methodologies including Test Driven Development and Continuous Integration.
- August 2007 – October 2008** **Property Management Software, Reapit**
ADO.NET, .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 team of 3 developers, duties included user interface design & implementation, and programming 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 large group of London estate agents. Implementation of front and back end services was completed in 6 months. The product was sold to the group for ~£30,000 and in the end, it was used to leverage control over a competitor. It is now no longer active.

Phi Dinh – Senior Software Developer – August 2010

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. Popular latency optimization techniques were employed, and MySQL was used to persist user data.

Experience

October 2008 –
Present

Senior 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 business changes have meant that the product will not be released at this time.

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, one of which is available for download on the App Store.

November 2008 –
Present

Freelance Work

Various freelance projects, mainly concerning iPhone and iPad applications. Currently taking on subcontracted work for The App Business.

July 2006 –
October 2008

Software Developer

Reapit, Solihull & London

Transferred to the Fulham office in London as a full-time programmer after 3 months of working on the support helpdesk. 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.