Dennis **Truong**

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EDUCATION

University of Alberta
BS in Computer Science
Minor in Business
Game Dev Certificate
April 2018 | Edmonton, AB

COURSEWORK

Algorithms
Databases
Software Engineering
Operating Systems
Network Security
GPU Programming
Reinforcement Learning
Game Design
Entrepreneurship

INFOSECURITY

Founder of UofA's InfoSec Club.
Organized CTFs, workshops, projects, talks, & weekly meetings.
CTFtime: uofagold

TECHNICAL SKILLS

- Fluent: Ruby, Python, JS
- Proficient: Rails, SQL, Java, C++
- Familiar: C#, CUDA, Android Studio, Assembly, Angular, Node, ExpressJS, Hibernate/Spring, CSS, jQuery, Bootstrap

PERSONAL

My favourite editor is VS Code.
I like cooking artisanal popcorn.
Part of Toastmasters Speech Club.
Startup Edmonton Member.
Pho & Ramen lover.
Backpacked in Europe.
DEFCON & YEGSEC attendee.
Life long love of learning.
Climber.

EXPERIENCE

JOBBER   Software Engineer I
May 2018 - May 2019 | Edmonton, AB

Part of the BizOps team that builds and maintains our core rails application and data infrastructure to support the business operations of Jobber.
- Data warehouse & ETL pipeline in python on AWS technologies.
- Full stack rails app development in teams of 5 to 10 using modern practices (scrum, pair programming, continuous integration, TDD)
- Maintained diverse web application infrastructure, primarily on Heroku.
- Trouble-shot and debugged prod bugs; triaged tickets in the backlog.
- Deployed code to production weekly; participated in daily code reviews.

HAEMONETICS   Systems Analyst I
May 2016 - Dec 2016 | Edmonton, AB

Blood management company aimed at automating the blood supply chain.
- Full stack on the R&D team to design, develop, and deploy our Software Download Center for hospitals.
- Feature development and bug fixes for hospital plasma management app.

INSTAMEK   Software Developer Intern
May 2015 - Aug 2015 | Edmonton, AB

Disruptive startup with significant traction towards mechanic automation.
- Co-developed a CRM to streamline operations management from paper - reducing cost/time by at least half for our mechanics, customers and us.
- Developed an inspection form for mechanics to send customized inspection reports.

PROJECTS

FIND AN EXPERT   CMPUT Capstone (Winter 2018)
- Developed a search engine that connects industry to academia in a team of 6 using flask, docker, pytest, scrapy, beautifulsoup, elastic, kibana, redis, and celery.

SECURITY PROJECT   Network Security (Fall 2015)
- Collaborated with teammates to crack ciphers/passwords, configure firewall/certificates, capture/spoof packets, penetrate servers, and identify/exploit vulnerabilities in binaries.

TRAVEL EXPENSE APP   Software Engineering (Winter 2015)
- Developed an android app applying design patterns, OOP, agile, unit testing, refactoring, VCS, UML, and a focus on UI/UX design to enhance the experience of the end user.

SHINE & SEAN   Game Dev Capstone (Winter 2017)
- Worked on a side-scroller puzzle platformer, developed in Unity. Scripted gameplay features in C# working closely with designers, artists, producers, and programmers.

PROGRAMMING PROBLEMS   UVA, Programming Club
- Solved and learned problems weekly at the club. Participated in local hackathons and online contests. UVA:dtruong1, Leetcode:dt9