Dennis Truong

dt9.github.io | 780.652.1338 | dennis.truong@ualberta.ca

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

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

TECHNICAL SKILLS

- Fluent: JS, C++, Python
- Proficient: Java, PHP, SQL, HTML
- Familiar: C#, CUDA, Android Studio, Assembly, Angular, Node, ExpressJS, Hibernate/Spring, CSS, jQuery, Bootstrap, ASP.NET.

PERSONAL

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

EXPERIENCE

HAEMONETICS Systems Analyst I
May 2016 - Dec 2016 | Edmonton, AB
Blood management company aimed at automating the blood supply chain.
- Full-stack developer - Worked on the R&D team to design, develop, and deploy our Software Download Center.
- Implemented 2 features and several bug fixes for NextGen, a plasma management webapp to streamline hospital operations.

INSTAMEK Developer Intern
May 2015 - Aug 2015 | Edmonton, AB
Disruptive startup with significant traction towards mechanic automation.
- Worked with the lead developer to develop a Customer Relationship Management web app.
- Developed an inspection form for mechanics to generate and send customers 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.
- Integrated Information Retrieval algorithms to summarize keywords from papers for search.

PHOTOSHARE Databases (Winter 2016)
- Designed and developed LAMP imgur clone that includes user administration, account management, groups, dashboard, data analysis, and security.

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