

Dennis Truong

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UNIVERSITY OF ALBERTA

BS in Computer Science
April 2018 | Edmonton, AB
GPA: 3.3

COURSEWORK

Algorithms
Databases
Software Engineering
Operating Systems
Network Security
GPU Programming
Intelligent Systems

PERSONAL

My favourite editor is VS Code.
I like cooking artisanal popcorn.
Part of Toastmasters Speech Club.
I love Overwatch.
Backpacked in Europe.
Life long love of learning.
Avid climber.

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.

EXPERIENCE

HAEMONETICS – Blood Management Solutions | 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.
- Cut customer pickup times by 50% by improving the Software Distribution Center, saving money and making partner relationships more pleasant.
- Implemented 2 features and several bug fixes for NextGen, a plasma management webapp to streamline hospital operations.

INSTAMEK – On Demand Mechanics | Developer Intern
May 2015 - Aug 2015 | Edmonton, AB

Disruptive startup with significant traction towards business automation.

- Worked with the lead developer to develop a Customer Relationship Management web app.
- Reduced time and cost of operations by 50% for both mechanics and customers from our CRM app.
- Developed an inspection form for mechanics to generate and send customers inspection reports.

PROJECTS

SECURITY PROJECT | Network Security

- Collaborated with teammates to crack ciphers/passwords, configure firewall/certificates, capture/spoof packets, penetrate servers, and identify/exploit vulnerabilities in execs.

PHOTOSHARE | LAMP Webapp - Databases

- Designed and developed an imgur clone that includes user administration, account management, groups, dashboard, data analysis, and security.

TRAVEL EXPENSE APP | Android - Software Engineering

- Developed a travel expense 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.

GGEZ BOT | Starcraft Bot - Games Programming

- Developed on a fork of UAlberta's StarCraft AI Competition bot. Worked on improving the science vessel's build-order planning, combat scenario decisions, and unit micromanagement.

SHINE & SHAWN | PC Game - Game Dev Capstone

- 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 hackthons and online contests. UVA:dtruong1, Leetcode:dt9