

# 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

## 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 attendee.  
Life long love of learning.  
Avid climber.

## INFOSECURITY

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

## 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

**PHOTOSHARE** | LAMP Webapp - Databases

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

**SECURITY PROJECT** | Network Security

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

**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 hackathons and online contests. UVA:dtruong1, Leetcode:dt9