

# 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 - Current | 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:dtuong1, Leetcode:dt9