

TRI DUC NGUYEN

Montreal, QC, Canada

Portfolio: <https://www.ducnguyen.dev/> | **Email:** triduc.nguyen@mail.concordia.ca
LinkedIn: <https://www.linkedin.com/in/ductringn/> | **GitHub:** <https://github.com/DukeNgn>

ABOUT ME

Technical Skills	Java, Python, C/C++, PHP, HTML, CSS, TypeScript, JavaScript, Rust
Technologies	Git, GitHub, Flask, Jupyter Notebooks, NodeJS, Docker, MySQL, Jekyll, TravisCI
Other Skills	Vim/Neo Vim, Emacs, LaTeX, Markdown, SSH, Bootstrap
Languages	Fluent in English Fluent in Vietnamese Conversational proficiency in French
Interests	Travelling, Reading books, Badminton

WORK EXPERIENCE

Ericsson | Software Developer Intern

September 2020 – December 2020

Montreal, QC

<https://theia-ide.org/>

- Contribute to project THEIA – an open-source online & desktop IDE framework (TypeScript, JavaScript, Electron)

EDUCATION

Bachelor of Computer Science – Software Systems Co-op

2017 - Present

Concordia University, Montreal, QC

- Golden Key Honour Society
- Note taker at Concordia Access Centre for Students with Disabilities
- Unmanned Aerial Vehicles (UAV) Concordia

COMPETITIONS AND PERSONAL PROJECTS

COVID-19 Detector

August 2020

HackThe6ix, Toronto, ON

<http://covid19-detector.azurewebsites.net/>

- Lead a team to create a web app that uses Machine Learning to quickly determine the probability of a person contracting with COVID-19 based on Chest CT Scan images.
- (Azure Deployment, Azure Custom Vision AI, Python, Flask, Jinja, HTML, CSS, JavaScript, Bootstrap)

Dog Breed Classifier

June 2020 – July 2020

<https://doggo-breed-classifier.herokuapp.com/index>

- Created a website that identifies and gives detailed information about dog breed based on images
 - Utilized Image Recognition Tool from Google Vision API to process image and label the subject
- (Python, Flask, Jinja, HTML, CSS, JavaScript, Bootstrap, Google Vision API, Heroku)

New Haven Board Game | Game Development

January 2020 – April 2020

Concordia University, Montreal, QC

<https://github.com/DukeNgn/New-Haven-Board-Game>

- Worked in a team of 3 to implement the board game of New Haven with C++
 - Implemented a Graphical User Interface (GUI) using CImg
- (C++, CImg, CMake, GitHub Project Board, OOP, Observer Pattern, Teamwork)

VOLUNTEER WORKS

Staff Member | HackThe6

July 2019

Toronto, ON

- Provided support for hackers during the event over 3 days consecutively