Trần Triều Vĩ

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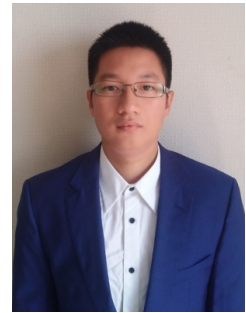
EDUCATION

Sept 2016 - Jun 2019	**University of Brighton** Major: Computer Sciences Degree classification: Second Class Honours (Upper Division)
Sept 2015 - Jun 2016	**University of Brighton** Major: Construction Management (Level 4) Overall (on Level 4): 72
Sept 2014 - Jul 2015	**University of Brighton International College** Major: Engineering Overall: 81/100

ACTIVITIES

Oct 2018 - May 2019	**Students' Union** Course Rep - Gather feedback from fellow students- Raise Issues on Course Board - Represent the views of students on their course regardless of their own personal beliefs/opinions - Feedback to fellow students on the outcomes of discussion with staff.
Nov 2018 - May 2019	**Study Groups** Leader - Arrange meeting - Organize topic to discuss and study
Dec 2018 - Mar 2019	**UoB Games Society** Member - Attend meeting, play games and make new friends - Organize and participate games tournament
Oct 2015 - Nov 2015	**UBIC - Mathematics Support** Assistant - Support college student on Mathematics - Attend meeting and discuss new topic and exercises to teach students

HONOURS & AWARDS

Sep 2015	University of Brighton International Scholarship
Jul 2014	University of Brighton International College Scholarship
Mar 2014	City Level Gift Student Certificate

CERTIFICATIONS

2018	Gamification of Learning
2018	Gamification for Interactive Learning
2014	IELTS 5.5

SKILLS

Programming languages	Java, Python, Kotlin, JavaScript, Haskell, SQL
OS	Windows 10 Home, Ubuntu 16.04+
Languages	Vietnamese, English
Office	MS Office, Libre Office

INTERESTS

Martial art, video games, board games, piano, cooking

PROJECTS

BLE Web App
(Dec 2018 - Apr 2019)

Customer	n/a
Description	Research, experience and implement Web Bluetooth API
Team size	1
My position	Researcher
My responsibilities	- Analyse API's document - Logging the research - Create a working example - Debug - Review code - Optimize code
Technologies used	- Web Bluetooth API - Bluetooth 4.0+, BLE - HTML, CSS, JavaScript - Web Developer Tools - Git - Github Page - VS Code

A.I. Music Generator
(Mar 2019 - May 2019)

Customer	n/a
Description	Implement LSTM to create new music that similar to what the A.I. learnt from
Team size	1
My position	Data Scientist
My responsibilities	- Gather data for training - Monitor training - Optimize training network algorithms - Debug
Technologies used	- Tensorflow, Keras - Python 3.5 - Git

Time Managing App

(Jan 2019 - Apr 2019)

Customer	n/a
Description	Tracking and scheduling time usage with time boxing technique
Team size	1
My position	Mobile Developer
My responsibilities	- Design and Analyst - Development - Review code - Optimize code - Debug
Technologies used	- Android SDK 19+ - Java - Android Studio 3

3D Scanning and Printing

(Nov 2018 - Jan 2019)

Customer	n/a
Description	Research and experience 3D scanning and printing technology
Team size	1
My position	Researcher
My responsibilities	- Research and implement - Gather image data - Review and choose the best 3D meshes - Clean 3D meshes - Debug
Technologies used	- MeshLab - 3D printing - Photogrammetry - Sketchfab - C++, GLSL

Date & Temperature Web Service

(Mar 2018 - May 2018)

Customer	n/a
Description	Implement a back-end server with Happstack to show temperature of a date
Team size	1
My position	Back-End Coder

My responsibilities	- Development - Review code - Optimize code - Debug
Technologies used	- Happstack web technology - Haskell - Cabal - Git

Lost Island
(Feb 2018 - May 2018)

Customer	n/a
Description	Edutainment games to teach middle school pupils logic gates and binary numbers
Team size	5
My position	Game Programmer & Team Leader
My responsibilities	- Arrange meeting - Track development progress - Development - Review code - Optimize code - Debug
Technologies used	- Game-Maker 2 - Game-Maker Language

A.I. Adventure Game
(Mar 2018 - Apr 2018)

Customer	n/a
Description	Create a tree-based decision A.I. to survive in a text-based adventure game
Team size	1
My position	Artificial Intelligence Engineer
My responsibilities	- Design A.I. algorithm - Implement A.I.
Technologies used	- CLIPS - Git

Sudoku Solver
(Nov 2017 - Dec 2017)

Customer	n/a
Description	Solve Sudoku
Team size	1
My position	Software Engineer
My responsibilities	- Development - Review code - Optimize code - Design solving algorithms - Debug
Technologies used	- Haskell - Cabal - Git

Traffic Light Simulation

(Mar 2017 - Apr 2017)

Customer	n/a
Description	Create traffic light simulation of a cross-road with buttons for pedestrian.
Team size	1
My position	Embedded Software Engineer
My responsibilities	- Development - Design and Analyst - Review code - Optimize code - Debug
Technologies used	- Arduino Mega 2560 - C, Assembly - Arduino IDE

Bus System

(Oct 2016 - Dec 2016)

Customer	n/a
Description	Design database for Lemon Bus system
Team size	1
My position	Database Analyst
My responsibilities	- Design and Analyst - Development - Debug
Technologies used	- SQL - MS Management Studio - MS Access

Web Technology Learning Journey

(Oct 2016 - Dec 2016)

Customer	n/a
Description	Create basic static site to show what I have learnt about web technology
Team size	1
My position	Web Developer
My responsibilities	- Design and Analyst - Development - Review code - Optimize code - Debug
Technologies used	- HTML, CSS - Web Developer tool

REFERENCES

Available on request.