Trương Hoàng Long - Résumé

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Birthyear 2000 **Homepage** konaeakira.github.io

Nationality Vietnamese

Introduction

Hi! I am a Computer Science student with a burning passion for programming and technology. Sometimes I work on fun projects and/or participate in programming competitions!

Education

2019-now BSc Computer Science - ETH Zürich

Basisjahr - 5.5 GPA

2016-2019 Computer Science Honors - VNU.HCM High School for the Gifted

Employment History

Sep 2020 - ETH Zürich

Jan 2021 Teaching Assisstant

I was teaching assisstant for Algorithms Lab, a **Master's level** course on solving algorithmic problems using network flow, computational geometry (in particular Delaunay triangulations),

and linear programming.

Technologies: C++, CGAL, BGL

Awards and Honors

2021	Silver Medal, ICPC Southwestern European Regional Contest
2019	Silver Medal, Vietnamese National Olympiad in Informatics
2018	Silver Medal, ICPC Vietnamese National Contest

2018 Silver Medal, Vietnamese National Olympiad in Informatics

Past Projects

Gomoku

Server and client for the classical game of gomoku (connect 5, tic-tac-toe). Written in Javascript. The server runs on Node.js and the server and client communicate over websockets.

Technologies: HTML, CSS, Javascript, Node.js (express, websocket) https://github.com/KonaeAkira/gomoku

Minesweeper X

A bot based on image recognition that can play Microsoft's Minesweeper X on Windows 10.

Technologies: C++

https://github.com/kuroni/minesweeper-bot

Skills

Programming Languages

C++ - CGAL, Boost Javascript - jQuery, Node.js Haskell Python 3 - Pandas, Numpy

Languages

Vietnamese - Native *English* - 108/120 TOEFL iBT *German* - 80/100 Goethe Zertifikat C1

Publications

Using the Shortest Path Faster Algorithm to find a negative cycle

I propose a modification to the Shortest Path Faster Algorithm (SPFA) to efficiently detect negative cycles in weighted directed graphs.

https://konaeakira.github.io/posts/using-the-shortest-path-faster-algorithm-to-find-negative-cycles.html

• Segmented SPFA: An improvement to the Shortest Path Faster Algorithm

I propose a way to improve the constant-factor in the runtime of the Shortest Path Faster Algorithm (SPFA) on weighted directed graphs with a large amount of strongly connected components.

https://konaeakira.github.io/posts/segmented-spfa-an-improvement-to-the-shortest-path-faster-algorithm.html