

Dinh Lam Dang

Computer Engineering Student

About me

Hi, My name is Lam, I'm an aspiring full stack software developer and a computer engineering student. I am very proficient with Object-Oriented Programming, experienced with web and mobile app development using Vue.JS and React Native, Bootstrap framework. In addition, I enjoy doing game development with LOVE2D and Lua, and I am competent with Embedded System Development, Networking Architecture and TCP/IP Protocols.

I am also learning Natural Language Processing and Machine Learning/Deep Learning and always trying to improve my skills with Node.JS frameworks.

Skills



Contact

✉ lam.dangdinh98@gmail.com

☎ 647 787 4945

🌐 lamsey.dev

in linkedin.com/in/dinhlam

🌀 LamseyD

Education

Honours Bachelor of Computer Engineering

Sept 2016 - Present (Expected Feb 2022)
Lassonde School of Engineering
York University - Toronto, ON

<> Projects

Disaster Tweets - Real Or Not

Scrum Master - Developer

- Managed a team of 5 following the Agile Methodology, performed Sprint planning and Sprint review, communicated with academic supervisor and project supervisor to ensure the progress of the team
- Developed several machine learning models using Scikit-Learn, utilizing classifiers such as Support Vector Machine, Naive Bayes, and models such as N-gram (Bag of words) and word2vec, achieving the highest F1 score of 73%
- Communicated during peer review sessions and supervisor meetings using PowerPoint

StepFinder – Mobile app with JavaScript and React Native

Fullstack Developer

- Developed a mobile app to help users exercise and cope with the COVID-19 pandemic. Users can enter a certain number of steps and the app will provide a route with different customization to it
- Utilized React Native components such as Navigation, Maps along with Expo development platform, which provided tools such as Permissions and Location.

OakTale – a 2D game using LOVE2D framework

Fullstack Developer

- Developed a 2D Role Playing Game platformer game, inspired by MapleStory and the original Super Mario Bros, featuring 2 playable characters, 25 different levels and 13 different monsters.
- Applied Object-Oriented Programming to improve performance and optimization

👜 Experience

Orientation Week Leader

York University

Sep 2019

- Led a group of 20-22 first-year engineering students throughout the Orientation week
- Created a safe and inclusive environment for participating students during the duration of the Orientation week
- Acted as a role model for appropriate academic and social behaviors to incoming students

Senior Team Member

Canadian Satellite Design Challenge at YorkU

Sep 2016 – Sep 2018

- Worked in a 3-man team with other subsystem teams to successfully produce a 3U Cube satellite for competition run by Canadian Space Agency (CSA) – FINISHED 3rd Nationally out of 17 universities
- Designed, assembled and performed environmental tests on deployment switches and aluminum panels for the Mechanical and Structural team
- Created CAD Drawings and models, executed finite element analysis using NX SIEMENS