

DINH LAM DANG

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TECHNICAL SKILLS

- Programming Language: Java, HTML, CSS, JavaScript, Lua, C, Python, MATLAB, MySQL, Verilog HDL, RISC
- Technical experience: Over 5 years of Object-Oriented Programming experience, Linux working experience, Mobile App Development with React Native, React.js, Vue.js, Node.js, Networking knowledge TCP/IP protocols

PROJECTS

StepFinder – Mobile app using Javascript and React Native and Redux

- 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.
- Applied Redux to simplify states of the app and manage data between screens and updates from the user

OakTale – a 2D game prototype using LOVE2D framework

- Developed a 2D Role Playing Game game using Lua and LOVE2D game development framework.
- The game is a platformer that is inspired by MapleStory and the original Super Mario Bros. It features 2 playable characters, 25 different levels and 13 different monsters and bosses.
- Prioritized data-oriented design and modularity to create a game engine that simplified asset creations
- Implemented Lua-based scripts to automate tasks and to add on features to the game

DumboStein – Aquarium Monitoring system

- Developed an Aquarium Monitoring system using C programming language featuring 32-bit ARM Cortex M0+ microcontroller with temperature and pH sensors.
- Successfully utilized software interrupt features, such as the Multi-Rated Timer and other GPIO interrupts, to write Interrupt Service Routines to conserve power and to deliver data when requested.
- Designed and built the circuit using micro electronics such as shift registers, 4 7-segment LED display, transistors
- Created a C library and circuit CAD schematic for a 4-digit 7 segment display for use with ARM Cortex M0+ systems

Other Projects: Baseball database web scraping project with Python, Beautiful Soup and SQL, Poker game with basic Javascript, CSS and HTML, a series of minigames using Lua and LOVE2D, other mini apps using Javascript and React Native

WORK EXPERIENCE

York University Orientation Week Leader

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
- Successfully communicate with other leaders and executives to ensure all activities happen smoothly

CSDC – Senior Member, Designer

Sep 2016 – Sep 2018

Canadian Satellite Design Challenge Club, York University

- 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

EDUCATION

Honours Bachelor of Computer Engineering

Expected Feb 2022

Lassonde School of Engineering – York University