



Truong Dieu Linh

Bachelor of Software Engineering

CONTACT

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- 📍 Ho Chi Minh, Viet Nam

<https://liinhleo.github.io/>

ABOUT

I'm just a Software Engineering graduate with a passion for tech.

Experienced working with cross-functional teams in an Agile/Scrum environment.

Knowing of SDLC, STLC, Business Analysis concepts, requirements analysis, UI/UX, Software Testing concepts, processes, and tools.

High adaptability and eagerness to learn.

ACADEMIC PROFILE

University of Information Technology, VNU

- GPA: 7.78 / 10
- Expected graduation: November 2021.
- Language: English (Intermediate)

Awards and Honors

- A paper accepted in "The 19th International Conference on Computer Analysis of Images and Patterns" - CAIP2021 (rank B).
- 3 Academic Scholarships of the UIT for good students.
- Awards "Student with five good merits" in 2019.
- Top 24 UIT Student Leader in 2018.

Publications

- **Truong Dieu, L.**, Nguyen, T. T., Vo, N. D., Nguyen, T. V., & Nguyen, K. (2021, January). Parsing Digitized Vietnamese Paper Documents. In International Conference on Computer Analysis of Images and Patterns.

Student Projects

- **Library Management**
 - Analyzed and specified requirements using BMP, UML.
 - Designed test cases and did manual tests.
- **Overseas purchasing via P2P Delivery Network**
 - Analyzed and specified requirements using UML.
 - Design UI/UX using Figma.
 - Designed test cases and did manual tests.
- **Motel Management**
 - Analyzed and specified requirements using BMP, UML.
 - Implemented UI & functions: Customer Management, create dynamic reports.
 - Technologies: Winform, C#, SQL Server, Crystal Reports.
- **Super Mario Bros 3**
 - Developed some stages from based frameworks.
 - Technologies: C++, OOP, Direct X.
- **Machine Learning exercise (Basic)**
 - Using datasets on Kaggle and Regression Method, KNN, K-means, SVM (Python 3) to solve the problems.
- **Thesis**
 - Built Vietnamese scientific documents dataset.
 - Studying several Deep Learning models for Page Object Detection, using: YOLOv4, YOLOv4x-mish, Faster R-CNN, CascadeTabNet, and the effect of loss functions on OD models.



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WORK EXPERIENCES

LogiGear Corporation (Internship)

Aug 2020 - Nov 2020

Position: Software Developer in Test

- Designed and implemented test cases using TypeScript. (Gondola Studio)
- Did manual tests on different operating systems such as Windows, Linux, Android, macOS, iPadOS.
- Set up automation test environments with Docker.
- Documented and designed a new function for the product.
- Collaborated with Scrum Team on TFS, Git.

Certification

- Scrum Foundation Professional Certificate (CertiProf).

SKILL HIGHLIGHTS

Technical Skills

- Programming Language: C++, C#, Python 3, HTML, CSS, Bash
- Diagram: UML, BMP
- Database: SQL Server
- OS: Window, Linux
- Code Management: Github
- CI/CD & Deployment: Docker, TFS, Jira

Others

- High adaptabilities and responsibilities.
- Strong sense of observation and eagerness to learn.
- Good communication and presentation skills.
- Analytical thinking and problem-solving.
- Toolset: Visual Studio, VSCode, MS Office, MS Visio, Figma

INTERESTS

- Basketball
- Music
- Travelling
- Reading
- Painting