

# EDWARD TRUONG

<http://edwardtruong.me/>

## PROGRAM

3A Computer Science - ID 20481748

## HOME

5370 Tree Crest Crt, Mississauga, ON, L5R3Z6

## EMAIL

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## MOBILE

(226) 750-8161

## SKILL SUMMARY

- Planned, designed, and developed web and Android applications
- Designed applications to be responsive, intuitive, user-friendly, and following latest design trends
- Experienced in agile software development, pair programming, and test driven development
- Experienced in implementation of object oriented programming, data structures, and algorithms
- Adapted to new environments and learned new frameworks and languages quickly

## TECHNICAL SKILLS

- Languages – HTML, CSS, PHP, JavaScript, jQuery, Java, SQL, C, C++, Ruby on Rails, Scheme, Shell
- Frameworks & Others – Bootstrap, NodeJS, AngularJS, Backbone.js, Ember, JavaServer Faces (JSF), IceFaces, Android SDK, Jasmine, Mocha / Sinon / Chai, LESS, Sass
- Operating Systems & Platforms – Windows, Linux, OSX, Web, Android
- Source Control – Git, SVN
- Graphic Design – Illustrator, Photoshop

## PROFESSIONAL EXPERIENCE

### Agile Software Engineer, Pivotal Labs, Toronto, ON

September 2014 – December 2014

- Developed web application in Backbone.js and Rails for managing and monitoring hadoop clusters
- Styled application to match Pivotal branding using HTML5, CSS3 / LESS and jQuery
- Contributed to open source cluster management software written in Ember and AngularJS
- Performed test driven development and worked with Jasmine and Mocha testing framework
- Participated in agile work environment and engaged in pair programming

### Software Developer, Bronte College, Mississauga, ON

January 2014 – May 2014

- Implemented features, bug fixes for existing customer relationship management software
- Developed AngularJS web application to streamline the process for proficiency test taking & marking
- Built web application that replaces existing marking & class management software for teachers
- Designed database structures for new applications that integrate fully into production database

## EDUCATION

### Candidate for Bachelor of Computer Science, University of Waterloo, Waterloo, Ontario,

September 2012 – Present

## **PERSONAL PROJECTS**

### **Platformer Game - GraveBlade**

- Developed in Java using LibGDX development framework for both PC and Android
- Designed majority of game art and UI elements in Photoshop
- Implemented 2D collision detection and character interactions with other entities

## **PROFESSIONAL MEMBERSHIPS, ACTIVITIES, AND INTERESTS**

**Lead Programmer**, Theory 6 Robotics Team 1241D, Rick Hansen Secondary School, Mississauga, Ontario, 2010 – 2012

- Programmed drive controls and robot autonomous routine using sensors

**Designer**, Yearbook, Rick Hansen Secondary School, Mississauga, Ontario, 2011 – 2012