

Ta Quang Tung

SOFTWARE ENGINEER · SOFTWARE DEVELOPER

Le Thanh Nghi Street, Hai Ba Trung District, Ha Hoi

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“Make the change that you want to see in the world.”

Education

Hanoi University of Science and Technology

Ha Noi, Vietnam

STUDY AT TALENT STUDENT TRAINING PROGRAM (KSTN), UNDERGRADUATE DEGREE IN INFORMATION TECHNOLOGY

August. 2015 - PRESENT

- Got a scholarship in the second term 2015-2016
- Current GPA: 3.42/4

Skills

Programming Languages	Python, C, C++14, Java, NodeJS
Web	Django with Python, Express with NodeJS
Databases	MySQL
Languages	Vietnamese (Mother tongue), English (Intermediate)
Other Skills	HTML5, CSS, LaTeX, Photoshop

Experience

Hanoi University of Science and Technology

Ha Noi, Vietnam

RESEARCHER

Feb. 2017 - May. 2017

- (Key member) Developed genetic algorithm.
- Used for solving scheduling problem for mobile elements in wireless sensor networks.

Hanoi University of Science and Technology

Ha Noi, Vietnam

RESEARCHER

Feb. 2017 - May. 2017

- (Key member) Developed algorithm for solving load balancing problem in Linux servers.

Hanoi University of Science and Technology

Ha Noi, Vietnam

SOFTWARE DEVELOPER

Aug. 2017 - Dec. 2017

- (One Member) Developed 2D game.
- Written in C++14 on Linux environment.
- Using OpenGL 2.x, FMOD and GLFW.

Hanoi University of Science and Technology

Ha Noi, Vietnam

SOFTWARE DEVELOPER

Aug. 2017 - Dec. 2017

- (Key Member) Developed multiplayer game: “Chiec non ki dieu”.
- Written in Java on Android platform.
- Using OpenGL ES 2.x.
- Using Protocol Buffer and basic TCP and UDP packages.

Interests

Mathematics, Programming Languages, Software Development, Software Testing, Game Development.