Ta Quang **Tung**

SOFTWARE ENGINEER

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

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Education

Hanoi University of Science and Technology   *Ha Noi, Vietnam*

STUDY AT THE GIFTED STUDENT TRAINING PROGRAM (KSTN), UNDERGRADUATE DEGREE IN INFORMATION
TECHNOLOGY   *August. 2015 - PRESENT*

- Got a scholarship in the second term 2015-2016
- Current GPA: 3.47/4.0

Skills

Programming	Python, C++14, Java, Haskell, Elixir, Erlang, Rust, JavaScript, Elm, GoLang
Web	GoLang Web Server, Phoenix with Elixir, React frontend, Elm frontend
Databases	MySQL, PostgreSQL, MongoDB, Redis
Languages	Vietnamese (Mother tongue), English (Intermediate)
Other Skills	LaTeX, Photoshop

Experience

Hanoi University of Science and Technology   *Ha Noi, Vietnam*

RESEARCHER   *Feb. 2017 - May. 2017*

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

Hanoi University of Science and Technology   *Ha Noi, Vietnam*

SOFTWARE DEVELOPER   *Aug. 2017 - Dec. 2017*

- (Key Member) Developed a networked multi-player 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.

Hanoi University of Science and Technology   *Ha Noi, Vietnam*

RESEARCHER   *Aug. 2018 - Dec. 2018*

- (One Member) Developed a Simple Compiler for the Extended PL/0 Language
- Written in C++11.
- Using Flex & Bison.

Hanoi University of Science and Technology   *Ha Noi, Vietnam*

RESEARCHER   *March. 2019 - May. 2019*

- (Key Member) Developed a Simulation Program using Algorithms of Fuzzy Control Systems.
- Written in Rust.
- Using glium (OpenGL).

Hanoi University of Science and Technology   *Ha Noi, Vietnam*

RESEARCHER   *March. 2019 - May. 2019*

- (One Member) Developed a Remote Boot-Reloadable Mictrocontroller using ATmega8.
- Written in C (Mictrocontroller), Elixir (Socket & Web Server).

Hanoi University of Science and Technology   *Ha Noi, Vietnam*

SOFTWARE DEVELOPER   *January. 2020 - June. 2020*

- (Key Member) Developed a Distribution Management System.
- Written in GoLang (Backend), JavaScript (Frontend).
- Using React / Redux / Redux-Saga / React-Router / Material-UI (Frontend).
- Using PostgreSQL Database.
- Using Redis (Session Storage & Caching).
- Using Nginx Reverse Proxy.

Interests

Logic, Mathematics, Programming Languages, Functional Programming, Frontend Development, Distributed Systems, Database Technologies, Concurrent Computing.