

# Ta Quang Tung

SOFTWARE ENGINEER

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

☎ (+84)37 258 2450 | ✉ quangtung29121997@gmail.com | 📱 QuangTung97 | 🐦 @quangtung2912

## Education

### Hanoi University of Science and Technology

Ha Noi, Vietnam

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

August. 2015 - PRESENT

- Got a scholarship in the second term 2015-2016
- Current GPA: 3.46/4

## Skills

|                     |  |
|---------------------|--|
| <b>Programming</b>  | Python, C, C++14, Java, Haskell, Elixir, Rust, Erlang                        |
| <b>Web</b>          | Django with Python, Express with NodeJS, Phoenix with Elixir, React frontend |
| <b>Databases</b>    | MySQL, PostgreSQL  |
| <b>Languages</b>    | Vietnamese (Mother tongue), English (Intermediate)                           |
| <b>Other Skills</b> | HTML5, CSS, LaTeX, Photoshop   |

## Experience

### Hanoi University of Science and Technology

Ha Noi, Vietnam

RESEARCHER

Feb. 2017 - May. 2017

- (Key member) Developed a genetic algorithm.
- Used for solving the 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 an algorithm for solving the load balancing problem on Linux servers.

### Hanoi University of Science and Technology

Ha Noi, Vietnam

SOFTWARE DEVELOPER

Aug. 2017 - Dec. 2017

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

### Hanoi University of Science and Technology

Ha Noi, Vietnam

SOFTWARE DEVELOPER

Aug. 2017 - Dec. 2017

- (Key Member) Developed a multiplayer game: "Chiec non ki diu".
- Written in Java on Android platform.
- Used OpenGL ES 2.x.
- Used Protocol Buffer and basic TCP and UDP packages.

### Hanoi University of Science and Technology

Ha Noi, Vietnam

SOFTWARE DEVELOPER

Aug. 2018 - Dec. 2018

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

## Interests

**Logic, Mathematics, Programming Languages, Functional Programming, Frontend Development, Distributed Systems, Concurrent Computing, Software Development, Software Testing, Game Development.**