

Ta Quang Tung

SOFTWARE ENGINEER

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

☎ (+84)167 258 2450 | ✉ quangtung29121997@gmail.com | 📱 quangtung97

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	Python, C, C++14, Java
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 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.
- 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 a 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.