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

Programming	Python, C, C++14, Java, Haskell, Elixir, Rust, Erlang, JavaScript
Web	Ruby on Rails, Phoenix with Elixir, React frontend
Databases	MySQL, PostgreSQL
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.
- 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 dieu".
- 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.

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

SOFTWARE DEVELOPER *March. 2019 - May. 2019*

- (Key Member) Developed a Simulation Program using Fuzzy Control System.
- Written in Rust.
- Used glium (OpenGL).

Interests

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