

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 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
Web	Django with Python, Express with NodeJS, Phoenix with Elixir, Elm 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.

Interests

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