

TRUNG DANG

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PROFILE	Detail-oriented graduate with strong academic experience in designing and developing quality software. Looking to utilize experience to contribute and advance skills.	
EDUCATION	University of Washington <i>Bachelor of Science in Computer Science and Systems</i> <ul style="list-style-type: none">Honor Societies Invitations, Dean's List, GPA 3.7<i>Relevant coursework:</i> Software Dev and QA Technique, Data Structures, Design and Analysis of Algorithm, Computer Architecture, Computer Operating System, A.I, Compiler Construction, Network Security.	Tacoma, WA August, 2016
	South Seattle College <i>Associate of Science in Computer Science</i> <ul style="list-style-type: none">Phi Theta Kappa Honor Society, President's List, Dean's List 4 quarters, GPA 3.8<i>Leadership activity:</i> President of Honor Society Chapter, Student Success Peer Tutor.	Seattle, WA June, 2014
SKILLS	<ul style="list-style-type: none">Proficient: Java, IntelliJ, Eclipse, Git/GitHub, VietnameseIntermediate: C/C++, HTML, CSS, Javascript, Python, LinuxKnowledge of: Agile Scrum, Mobile-first design, React, Bootstrap, JunitGood understanding of object oriented design, data structures, and algorithmsExcellent problem solving and customer service skills.Quick learner and passionate for new technologyWork well independently and within team.	
PROJECTS	J-- Java Compiler , University of Washington <ul style="list-style-type: none">Leveraged existing codes to add extra compiling functionalities to a minimal compilerPresented difficulties and solutions to class.	April - June 2016
	Dungeon of Cards Game , University of Washington <i>Team Member</i> <ul style="list-style-type: none">Developed a roguelike dungeon exploration game in JavaScriptCollaborated with 2 team members in concept designProgrammed viewport camera and participated in gameplay review of other teams.	April - June 2016
	Language Library Java App , University of Washington <i>Team Member</i> <ul style="list-style-type: none">Design and produced deliverable of an application that stores and retrieves text data in a five-person team. Utilized agile method, requirement analysis, business rules, paper prototyping, user story, and user acceptance testingParticipated in weekly sprints and code reviews.	September - December 2015
	Tetris Game , University of Washington <ul style="list-style-type: none">Designed and programmed GUI of a Java game application with MVC patternAdded game levels, scores, and sound options.	September - December 2014
	President Phi Theta Kappa Honor Society, South Seattle College <ul style="list-style-type: none">Directed monthly membership meetingsPromoted the chapter through outreach and community involvementOrganized honor members in monthly community service projects.	Seattle, WA October 2013 - June 2014