

Trung M. Dang

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Legally Authorized to Work for Any Employer

Education

Bachelor of Science in Computer Science and Systems

University of Washington, Tacoma

Sept 2014 – June 2016

GPA: 3.77

Associate of Science in Computer Science

South Seattle College

April 2011 – June 2014

GPA: 3.81

Experience

Personal projects:

JMinusminus Compiler

April – May 2016

Implemented additional features in scanning, parsing, type checking and code generation to the compiler; utilized Java grammar and regular expression; presented reports on challenges and conducted tests at instruction level.

Game of Planets

May 2016

Implemented last-man-standing interaction between planets orbited by satellites using JavaScript and HTML Canvas element.

Tetris

Nov - Dec 2014

Added graphical components to existing game model written in Java. Utilized Swing, AWT library, and Observer design pattern to achieve loose coupling.

Team projects:

Dungeon of Cards

May 2016

Implemented 2D Camera object that follows character on screen for a dungeon exploration game in Javascript.

Language Library

December 2015

Utilized Agile development process, delivered incremental stages of a grading application based on instructor's business requirements in a team of five.

Technical skills:

Languages: Java (working), JavaScript (working), C (entry), Python (entry), Agile, Scrum.

Tools: Eclipse IDE, JUnit, WebStorm (entry), Visual Studio (exposed), Windows CMD, Notepad++, Git.

Working knowledge: data structures, algorithms, OSI model, networks, distributed systems.

Extras: UML diagram, MS Office, Skype, Google Hangout, Slack.