

TUNG DUONG

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EDUCATION

University of Massachusetts Boston

Bachelor of Science in Computer Science; Summa Cum Laude - Latin Honors; GPA: 3.92/4.0

May 2022

Boston, MA

Bunker Hill Community College

Associate of Science in Computer Support Specialist Option; High Honors; GPA: 3.85/4.0

May 2020

Boston, MA

Hue University of Education

Bachelor of Science in IT Teacher

Aug 2016

Hue, Vietnam

SKILLS

Programming Languages: Java, Python, JavaScript, PHP, C#, C++, Pascal, Scheme.

Web & App: HTML, CSS, Bootstrap, SQL, Azure CLI, Xampp, API, Jykell, Node & npm, Yarn, Homebrew, VPN, Sanity, React, SubjectsPlus, Asana, SourceTree, BitBucket, Docker, MySQL Workbench, WordPress, Webpack.

Graphics: WebGL, Three.js, Unity, Blender, Photoshop.

Technologies: Git, GitHub, VM, VSCode, Sublime Text, IntelliJ, PyCharm, Emacs, MS Office, L^AT_EX, Regex, Adobe.

Language: English, Vietnamese.

Eligibility status: I have authorization to work permanently in the United States.

EXPERIENCE

Professional Experience

Applications Software Developer

University of Miami

Nov 2022 – Present

Coral Gables, FL

- Develop software to help support new web and digital initiatives, integrate web services with various open source and commercial library products, including search and retrieval, metadata harvesting, and discovery.
- Maintain existing and legacy web applications and digital projects, including troubleshooting a diverse set of systems and tools. Create and maintain documentation for new and existing tools and procedures in support of web and digital initiatives.
- Working with other technical staff in the Libraries, develop best practices for software development and deployment, including: automation and processes to deploy, manage, configure, scale and monitor applications.
- Stay abreast of best practices and latest concepts in the field of application development. Research and experiment with new languages, frameworks, techniques and technologies that might be of eventual benefit to the Libraries.

Office365 and System Administrator Apprenticeship

University of Massachusetts Boston

Aug 2020 – Jun 2022

Boston, MA

- I was selected for the Professional Apprenticeship and Career Experience (PACE) program at the IT department of UMass Boston. I work as Office365 system administrative assistant, working with account lifecycle, active directory, and data reconciliation.
- I statistics and report the list of emails (old, new, upgraded, deleted, etc.) daily. Using FileMaker Pro for easier and faster data updates and import and export. Not often but I also need to use Powershell ISE and GlobalProtect's VPN to be able to run some scripts as admin.
- In addition, I use Macros in Excel to process some data with similar operations automatically. In parallel with it, I am responsible for handling tickets on Service Now related to email and assigned tasks.

Computer Technician

LCT Computer

Oct 2016 – Oct 2018

Rockland, MA

- I'm a Computer Technician responsible for troubleshooting computer software, hardware, and operating system issues (Desktop & Laptop). Beside that I also build the PC, especially gaming desktop.
- Repair broken iPhone, iPad screens, chargers, cameras, etc. as well as customer service both over the phone and on site.

Other Experience

Math Tutor in Math Space

Bunker Hill Community College

Jan 2020 – Apr 2020

Boston, MA

- Help students solve math problems. Explain and/or re-teach basic and advanced math concepts.
- Participate and organize meetings and events to create a playground for solving math puzzles.

Front End Associate

Marshall – TJX Company

Oct 2018 – Apr 2019

Boston, MA

- Scans items to ensure prices and quantities are correct.
- Assists those who need help or advice on products, and handles returns and exchanges when necessary.

Phone Repair Technician





Smartphones Beats, Inc. - Turtle Screen

Mar 2018 – Oct 2018



Dorchester, MA

- Fix broken iPhone & iPad screens, chargers, cameras, etc. Refurbished the iPhone screen.
- Equipment quotes, phone replacement or upgrade suggestions, and customer service.

PROJECTS

- League Of Guardians**  | *Unity, C#, WebGL, Blender, HTML, CSS, JavaScript* **Jun 2022**
- Inspired by League of Legends, I created a League Of Guardians game with completely different style. Specifically in the style of defending the game such as defend and attack by building towers, buying minions and champions.
 - Use visual effects and animations, shadows and some special techniques for smooth 3D images with Unity Engine. Elements such as the camera, sound, explosion effects, laser shooting with particle technology, and the application of physics in the game also make the game more vivid and the effects are better.
- Authoring Tool for Visual**  | *JavaScript, Svelte, JSON, WebGL, CSS* **Jun 2022**
- I am the team leader on this project with the help of Professor Fritz Lekschas from Harvard. Using GitHub Project to manage and assign the development of software features to each specific team member.
 - The purpose of this software project is to provide a tool that allows analysts to use visual piling to analyzing visual data with minimal technical knowledge. The software will provide tools to allow a Visualization Designer to easily create the desired workflow, which then allows the Analyst to import the visual data and analyze it.
- Projects from the CS461**  | *Unity, Computer Games Programming* **May 2022**
- Applying Unity (2D & 3D) and much more about Computer Games Programming.
- Spacecraft 3D**  | *WebGL, Three.js (framework), HTML, CSS, JavaScript* **Dec 2021**
- Spacecraft is a 3D game written by WebGL, Three.js, with many feature such as moving in space smoothly, fire, speed up, collision, and much more.
 - Using many method relate 3D graphics, I created the three.js environment for showing any object which in my code, tested many style of using camera and control objects, added lights, resize windows, loaded the glTF files and modified animation. I was using the slerp, quaternion, tween, etc. to modify object and camera moving.
- Spaceship**  | *WebGL* **Oct 2021**
- Spaceship written only by WebGL without any framework (with over 1,200 lines of code).
 - This game is one of the best submissions with great animations and changing levels with rotation features. Tweeted from Professor Daniel Haehn 
- Projects from the CS460**  | *WebGL, XTK and Three.js (framework), Graphics* **Sep 2021**
- Applying WebGL, XTK, Three.js framework, and more on Graphics.
- Projects from the CS451**  | *Java* **Sep 2021**
- The projects about JAVA compiler to apply the concepts learned to enhance the functionality of the base j—compiler.
- Projects from the CS420**  | *XML, Python* **May 2021**
- The projects about Theory of Computation course to practice about concepts of DFA, NFA, Regular Expression.
- Projects from the CS210**  | *Java* **Dec 2020**
- The projects about Intermediate Computing with Data Structures.
- Ghost Word Game**  | *Java* **Jul 2020**
- Word guessing game written in Java with simple UI.
 - It is developed with "human play with computer" and "computer vs computer - AI" versions.

AWARDS AND HONORS

- Winner of the Paul M. English '87 Computer Science Endowed Scholarship (\$10,000)** **2021-2022**
University of Massachusetts Boston (Computer Science Department) *Boston, MA*
- Received the Alumni Association Scholarship** **2021-2022**
University of Massachusetts Boston (at Granite Links) *Quincy, MA*
Alumni Association Awards Student Scholars at Annual Reception 
- Received the Massachusetts High Demand Scholarship** **2021-2022**
Massachusetts Department of Higher Education (DHE) *Malden, MA*
- Received the Academic Recognition Award** **2021-2022**
University of Massachusetts Boston *Boston, MA*
- Received the Associate to Bachelor (A2B) Scholarship** **2021**
University of Massachusetts Boston *Boston, MA*
- Received the CE Internal Awards Transfer Summer Award** **2020**
University of Massachusetts Boston *Boston, MA*
- Received the MassTransfer Tuition Credit Program Awards (for 2 years)** **2020-2022**
Commonwealth's community colleges, state universities & the University of Massachusetts *Boston, MA*
- Received the Academic Excellence Award (High Honors)** **2020**
Bunker Hill Community College *Boston, MA*
Ranked 1st student among all the students in AS Computer Support Specialist Program
BHCC Commencement | Ceremony Highlights | Department Academic Achievement Awards 2020 
- Received the BHCC General Scholarship** **2020**
Bunker Hill Community College *Boston, MA*
- Winner of Second Prize in Mathematics on Calculator (Senior High School)** **2012**
Calculator math contest in Binh Thuan *Binh Thuan, Vietnam*
- Winner of First Prize in Mathematics on Calculator, Second Prize in physics, and Third Prize in mathematics (Senior High School)** **2011**
Academic Competition in Hue *Hue, Vietnam*