

DAO TUAN TRUNG

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EDUCATION

Thang Long University

Undergraduate

Department of Computer Science

High School for Gifted Student Nguyen Hue

Class Monitor

French Major

August 2016 - Present

Overall GPA: 8.9/10

August 2013 - June 2016

Overall GPA: 8.9/10

TECHNICAL STRENGTHS

Computer Languages

C++, Python, Javascript

Software & Tools

LaTeX, Zsh, Unreal Engine

EXPERIENCE

Got It Inc.

Software Engineer

Oct 2019 - January 2020

- Use Python, Flask to work on the company's back-end system: email system, task queue
- Use Selenium for test automation.

Holomia

Game Developer

Feb 2018 - June 2019

- Use C++, Blueprints Visual Scripting, Behavior Tree System (AI) in Unreal Engine 4 to make multiple prototypes for games and also in ArchViz.
- Use Material Visual Scripting and HLSL in Custom Node to make materials for objects in Unreal Engine 4.
- Developed Back-end System for Top Of Vietnam VR: Landmark 81 (released in July, 2019 at Landmark 81 HCM City; played by thousands of users). This system helps the game communicating with the Game Booth System, such that each game booth can be operate by itself without much help of the employee; saves player's records to database for analyzing.

ACADEMIC ACHIEVEMENTS

Top 3 Extradiornary Student of Thang Long University for 3 years: 2017-2019

Junction X Hanoi 2018: Track Fintech: 2nd Prize: 2018

Member of the quarters - BOSS (BUSINESS ORGANIZATION & SOCIAL SKILLS Club) TLU: 2017

IELTS: 7.5/9.0: 2017-2019

PERSONAL PROJECT

Nigg4g: An unofficial clone of 9Gag with 30-day deadline. (June 2019 - July 2019)

Feature: Infinite Scroll, Video/Image Processing, Modal System, Customized Cache, Event-State System, RESTful,...

School projects: Chess (Java), Huffman Compression (C++), Student Management (C++), Taka (e-commerce web app)