DAO TUAN TRUNG

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EDUCATION

Thang Long University	*August 2016 - Present*
Undergraduate	Overall GPA: 8.9/10
Department of Computer Science	
High School for Gifted Student Nguyen Hue	*August 2013 - June 2016*
Class Monitor	Overall GPA: 8.9/10
French Major	

TECHNICAL STRENGTHS

Computer Languages	C++, Python, Javascript
Software & Tools	LaTeX, Zsh, Unreal Engine

EXPERIENCE

Got It Inc.   Oct 2019 - January 2020
Software Engineer

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

Holomia   Feb 2018 - June 2019
Game Developer

· 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 2 years: 2017 2018

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 unoffical 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)