

# DAO TUAN TRUNG

Hanoi

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## EDUCATION

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**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

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**Computer Languages And Frameworks**  
**Software & Tools**

C++, Python, Pytorch, Tensorflow, Javascript  
LaTeX, Zsh

## EXPERIENCE

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**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

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

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

IELTS: 7.5/9.0: 2017-2019

## OTHER CERTIFICATES

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**VietAI Machine Learning Foundation HN 06 - 2020:** Distinction grade, 2<sup>nd</sup> total ranking.