

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

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 (Booth Game which was released in July, 2019 at Landmark 81 Ho Chi Minh City and the game has been played by thousands of users). This system not only 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 but also 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

PERSONAL PROJECT

Nigg4g

PM/Devs

June 2019 - July 2019

An unofficial clone of 9Gag with 30-day deadline.

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

School Projects

Student

June 2016 - Present

Thang Long University

- Multiple projects using different technologies: Chess (Java), Huffman Compression (C++), Student Management (C++), Taka (e-commerce web app)