

# DAO TUAN TRUNG

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## EDUCATION

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

## TECHNICAL STRENGTHS

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<b>Computer Languages</b>	C++, Python, Javascript
<b>Software &amp; Tools</b>	LaTeX, Zsh, Unreal Engine

## EXPERIENCE

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<b>Holomia</b>	Feb 2018 - June 2019
<i>Game Developer</i>	
<ul style="list-style-type: none"><li>· Use C++, Blueprints Visual Scripting, Behavior Tree System (AI) in Unreal Engine 4 to make multiple prototypes for games and also in ArchViz.</li><li>· Use Material Visual Scripting and HLSL in Custom Node to make materials for objects in Unreal Engine 4.</li><li>· 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.</li></ul>	

## ACADEMIC ACHIEVEMENTS

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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: 2016

## PERSONAL PROJECT

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<b>Nigg4g</b>	June 2019 - July 2019
<i>PM/Devs</i>	
An unoffical clone of 9Gag with 30-day deadline. Feature: Infinite Scroll, Video/Image Processing, Modal System, Customized Cache, Event, State System, RESTful,...	
<b>School Projects</b>	June 2016 - Present
<i>Student</i>	<i>Thang Long University</i>
<ul style="list-style-type: none"><li>· Multiple projects using different technologies: Chess (Java), Huffman Compression (C++), Student Management (C++), Taka (e-commerce web app)</li></ul>	