



Minh Dang

Software Engineering Student
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Education

- Bachelor of Software Engineering** 08.2020-Present
 Tampere University of Applied Science, Finland
 * GPA 4.33/5
- Bachelor of Software Engineering** 2019-2020
 FPT University, Vietnam
 * 4 years full scholarship

Skill

Languages: English (Intermediate/ CEFR: B2), Vietnamese (Native).

Technical skills: Programming (C++, C#), UX/UI design (Figma), XML, Git, OS (Linux, Window), Web (HTML, CSS, Javascript), Visual Studio Code, QT Creator, MS Office Tools, Notion, Trello.

Leadership and teamwork: PCT science and engineering club (2018-2020)

Leader, founder and mentor

- Created first scientific club in upper secondary school.
- Coordinated team of two overseeing all aspects of social media strategy, increasing up to 30 members between 2018 and 2019.
- Became a primary graphic designer and technology advisor for 4-member club.
- Supervising next generation administrator.

Project

- ThrustUnderwater - University Game Project 09.2021-Present

Game developer

Co-workers: Aris Helin, Simo K, Tien Dat Pham

- Developing game lighting, mechanic and shader on Unity game engine.
- Coordinated in game idea and visual design.

- Leader of Brainlock Neurotech and authentication

10.2018-03.2019

Leader and application programmer.

Co-worker: Tuan Nguyen

Brainwave analysis and processing application for finding personal identification written in C#, .Net and python.

- Created a brainwave application to collect data of brain waves from EEG headset (Neuro Mindwave Mobile 2) written by C# and .Net Winform.
- First prize of Danang Science and Engineering Fair 2019, fourth prize of Vietnam Science and Engineering Fair 2019.

- Arduino Project

10.2017-03.2018

Algorithm and mechanic programmer.

Co-worker: Vo Thi Thanh Tuyen

Sound analysis and amplification equipment supports people with hearing loss to participate in traffic written in C++ on arduino hardware and MAX9914.

- Created sound direction tracking algorithm and an interface for display dangerous vehical sound (horn, engine, ...) on arduino hardware.
- First prize of Danang Science and Engineering Fair 2018.

Other

- Awards: bronze medals of Informatics (Competitive Programming) - 13th Olympic 30/4 contest 2017 and 14th Olympic 30/4 contest 2018, first prize in Campus Hult Prize in Danang 2020.