



TRUNG VU

SOFTWARE DEVELOPER

Espoo, Finland

Trung is a highly passionate coder with a Bachelor's degree in Information Technology from VAMK. With over two years of experience as a Research Assistant, he has honed his expertise in Unity engine and React for various projects, particularly in the field of VR development for training purposes within the construction industry. Proficient in a range of programming languages including C, C++, C#, Java, and JavaScript, Trung brings a versatile skill set to the table.

SKILLS

FRONTEND

JavaScript (React Router, Bootstrap), TypeScript, Ant Design, SASS, Material UI

BACKEND

C# (.NET Framework, .NET Core, ASP.NET Core), REST API

MOBILE

React Native

DATABASES

PostgreSQL, MS SQL

TESTING

Jest

DEVOPS

Git, Azure DevOps

OTHER

Networking and Infrastructure: Networking, IPv4, Network Infrastructure, Wireless Networking, ADSL, Linux, 2G/3G/4G/5G/crowave, IoT

BASIC KNOWLEDGE

Express.js

LANGUAGES

Vietnamese – Native

English – Advanced

RECENT PROJECTS

DIGI MODE project

C#, Unity, VR

Developed a demo of VR training for the construction industry in a team of [X], where my main role was Unity developer. The VR training involves various training scenarios tailored to specific company needs in renovation or building planning. Construction workers can be trained in a safe, cheap, and more informative way.

Avangard Project

TypeScript, React, Java, PostgreSQL

The AVANGARD project focuses on integrating three innovative processing units into an established Microfactory test bed designed for manufacturing urban electric vehicles. My role was as a front-end developer in a team of 4, where I utilized React and TypeScript to develop user interfaces and enhance the project's front-end functionality.

5G Telecommunication CCA Testing Performance

5G, Networking, TCP CCA

Conducted comprehensive performance tests on various Congestion Control Algorithms (CCAs) for TCP connections in a 5G network as part of the final thesis for graduation. Explored the efficiency of TCP over 5G radio connections within the context of current 5G mobile networks employing all-IP networks and the TCP/IP protocol stack for application data transmission.

EXPERIENCE

RESEARCHER ASSISTANT IN BET ENERGY ECONOMICS ANALYZER Full-time

University of Vaasa | Vaasa, Finland | November 2023 – May 2024 (7 mos)

- Developed BET Energy Economics Analyzer, a tool for making informed decisions regarding energy consumption, production, and investments
- Created an intuitive platform that allows users to model scenarios, optimize energy usage, and assess renewable energy options
- Leveraged technologies such as Unity, React, and Firebase cloud integration to deliver a seamless and efficient energy management solution with seamless functionality and widespread accessibility

RESEARCHER ASSISTANT IN DIGI-MODE AND AVANGARD PROJECT Part-time

University of Vaasa | Vaasa, Finland | September 2021 – February 2023 (1 yr 6 mos)

- Developed a Virtual Reality (VR) simulation software using the Unity engine as the core platform, with a specific focus on the construction industry
- Designed and implemented a construction training module comprising diverse scenarios that address various tasks, such as spray painting, workload and paint usage estimation, operating scissor lifts, and utilizing measurement systems
- These scenarios were seamlessly integrated into VR environment, enabling users to gain practical experience and enhance their skills within a virtual construction setting

EDUCATION

FULL STACK DEVELOPMENT PROGRAM (FULL-TIME)

Integrify Academy | Helsinki, Finland | January 2024 – Present

B.ENG. IN INFORMATION TECHNOLOGY

Vaasa University of Applied Sciences (VAMK) | Vaasa, Finland | August 2019 – May 2023