Dai Trung Duong Luong

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Visa: STUDENT (subclass 573)

Objective

I am a diligent student and honest person who have a great responsibility for work. To enhance my knowledge and capabilities by working a dynamic organization that prides itself in giving substantial responsibility to new talent.

Education

2017 – Current	Bachelor of Information and Communication Technology
	Swinburne University of Technology
	Major: Software Technology
	GPA in 2018 is 3.25
2016	Diploma of Information Technology
	Swinburne University of Technology
	GPA course is 3.875

Technical Skills

Programming	C#, C++, C, Java (Android), Python
Web Languages	HTML, CSS, JavaScript (ES6), PHP
Web Library/Frameworks	JQuery, AngularJS, Bootstrap, Django 2 (Python)
Databases	SQL (MySQL), NoSQL (Firebase), MS Access
Testing frameworks:	NUnit (C#), Jasmine (JavaScript)
Version Control Repository	GitHub
Software IDE	Xamarin Studio, Visual Studio, Android Studio, Atom, Brackets, IntelliJ IDEA, MinGW, Quincy
Network Administration	Windows 8.1, Windows 10
Operating System	Window server 2012, Linux (Ubuntu), Windows 8.1, Windows 10 Installation, Configuration, monitoring and optimization of the above

Industry Experience

August 2018 – Present:	**IT Intern**
	AUSTRALIAN IMPOTING CLUB
	Analyze the current department policies and procedures, and design and implementation of new system based on the analytical findings, while maintaining the integrity of the current system.

- Review the current system and analyze clients' needs, model system requirements, prepare questionnaires for clients to clarify functional and non-functional requirements for the new system
- Create the new system to train and support members to help their business grow online.

Degree-Related Project

May 2017

Virus Killer Game Desktop Application
Language: C#
Library: SwinGame
Responsibilities:
- Create a custom application for Distinction grade in Object Oriented Programming unit

Achievements:
- Good understanding important concepts and some design patterns in Object Oriented Programming

Video: https://youtu.be/Byzt75QjohA

May 2017

Fitness First Desktop Application
Language: C#
Library: .NET Framework
Responsibilities:
- Create a custom application for High Distinction grade in Development Project 1: Tools and Practices

Achievements:
- Good understanding of variety Software Development model such as Waterfall and Agile Methodologies.
- Good understanding of team dynamic and composition
- Excellent practice of a range of software development tools such as GitHub, Slack, Toggl and Trello Board.

GitHub: https://github.com/c1ndyw/FitnessFirst

October 2017

Simple Content Android application
Language: Java
Responsibilities:
- The app allows users easily create and maintain a detail record of their home contents for insurance purpose.

Achievements:
- Well designed and implemented a complex mobile app
- Good understanding NoSQL using Firebase

More details: http://docdro.id/nv5u0xe

March 2018	**Memory Game Web application**

Language: JavaScript, HTML, CSS

Responsibilities:

- Build a complete browser-based card marching game

Achievements:

- Successfully combine my skills in HTML, CSS, and JavaScript into a large project
- Well-designed and implemented a complete browser-based card matching game

Video: https://youtu.be/QQ-fA_DNRVw

May 2018   **Food Review Web application**

Language: JavaScript, HTML, CSS

Frameworks: AngularJS, Bootstrap

Responsibilities:

- Create a custom web app for Distinction grade in Interface Design and Development unit
- Introduce Vietnamese food and allow user to see or review food.

Achievements:

- Successfully create web app for a range of devices and platforms
- Excellent understanding of AngularJS and Bootstrap framework.

Link: http://vietnamese-cuisine.000webhostapp.com/#!/home

July 2018   **Arcade Game**

Language: JavaScript (ES6), HTML, CSS

Responsibilities:

- Build a complete my own arcade game by using Object Oriented Programming

Achievements

- Successfully apply JavaScript ES6 and Object-Oriented Programming concepts into a large project

Link: https://youtu.be/xoP6SezInAE

August 2018 – October 2018   **Capstone Project**

Responsibilities:

- Build a website for Australian Women in Security Network Organization
- Clarifying requirements (functional and non-functional requirements) and research the technology for building the website

Achievements

- Successfully applied Agile Methodology to complete the project
- Improving my coding skills in JQuery, JavaScript, PHP and expand my knowledge by using WordPress Content Management System

Link Demo Project: http://13.239.3.187/

Skills Summary

Communication
- Confident verbal communication skills as demonstrated presentation at university and subject-related conferences.
- Achieved consistently good marks of 70% upwards for academic assignments and reports as evidence of written communication skills.

Team Building
- Proven ability to contribute in a team environment through group assignments.

Problem Solving
- As part of the Software Technology major have completed many assignments with involved solving software-related problems such as debugging and troubleshooting internally developed application.
- Demonstrated through trouble shooting my colleagues' laptop or PC if the network or computer performance issues occur.

Interest

- Playing soccer
- Travelling

Referees

- Dr Prince Kurumthodathu Surendran
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- Ms Cindy Wijaya
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