Tom Truong

Boston, MA | 781-475-0173 | Availability: July 2023 – December 2023
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EDUCATION

Northeastern University, Boston, MA   September 2021 - Present
Khoury College of Computer Sciences   Expected Graduation: May 2025
Candidate for a Bachelor of Science in Computer Science. Minor in Math and Animation
Relevant Coursework: Object-Oriented Design, Algorithms and Data, Mobile Application Development IOS, Theory of Computation, Database Design, Discrete Structures, Fundamentals of Computer Sciences, Foundation of Data Science, and Mathematics of Data Model
Awards: Dean's List

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, HTML, CSS, Swift, Racket
Web & Database: React, Three.js, WebGL, MySQL, Flask, Django
Technology: IntelliJ, Eclipse, Visual Studio Code, WebStorm, JUnit, Unity, Blender, Figma, LaTeX, Git, Docker, Microsoft Office

WORK EXPERIENCE

FSI Investment and Technology Development JSC, Hanoi, Vietnam   May 2022 – Aug 2022
Software Engineer Intern | Front-end development
- Received Figma from customers and collaborated with both front-end and back-end teams to generate visual appealing and user-friendly websites using ReactJS, HTML, and CSS
- Implemented and debugged many UI features and components

Northeastern University, Boston, MA   Jan 2022 – Apr 2022
Introduction to Math Reasoning's Notetaker
- Provided accurate and comprehensive notes to assist student with disability for Introduction to Math Reasoning class
- Maintained precise and organized notes and worked closely with 5 students and professor to ensure notes were tailored to meet with individual needs

PROJECTS

Galaxy Generator   Dec 2022 – Jan 2023
- Designed an animated 3D website that can display a galaxy generator
- Created a Debug UI Dat.GUI to let users tweak the parameters and generate a new galaxy on every change
- Self-taught the 3D JavaScript library Three.js and WebGL
- Technologies Used: **JavaScript, HTML, CSS, Three.js, WebGL, and Dat.GUI**

Image Processor   Nov 2022 – Dec 2022
- Designed an Image Processing application in Java that supports 14 functionalities including Blurring, Sharpening, Mosaicking, Flipping, Greyscale Converting
- Applied Object-Oriented-Design principles to create a program that follows the Model-View-Controller design pattern
- Applied command design pattern for controller to store a list of functionalities, reducing editing previous code and improving overall code design
- Implemented an interactive and user-friendly GUI using Java Swing and proficiently conducted tests with a large code base using JUnit4
- Technologies Used: **Java, Java Swing, GUI, JUnit, and Model-View-Controller**

Recipe Search   May 2022
- Implemented a website that can display relevant recipe based on user input
- Utilized the Edamam Food database API to store thousands of recipe data such as ingredients, diet, allergy filters
- Technologies Used: **ReactJS, HTML, CSS, and API**

Maze   April 2022
- Developed a self-generated maze using the Breadth-First-Search and Depth-First-Search algorithm to find the shortest path between two points
- Constructed buttons to run the maze, enter grid size, and change the wall frequency with World in Java library
- Technologies Used: **Java, Breadth-First-Search, Depth-First-Search**

INTERESTS

Interests: Design, 3D Websites, Basketball, Tennis, Chess, Poker, Puzzles