Ngo Duc TRUNG

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Passionate about clean code, programming languages and new technologies.

EMPLOYMENT HISTORY

Software Engineering Internship, iWay Vietnam, October 2014 - January 2014

- ► Maintained PHP-based projects
- ► Helped implement a Single Sign On solution

EDUCATION

Hanoi Amsterdam Highschool for the Gifted, Fall 2008 - Spring 2011

Majored in Physics

Foreign Trade University (Vietnam), Fall 2011 - current

Majored in Business Japanese

FPT Aptech Hanoi, Fall 2012 - current

- ► Majored in Applied Software Engineering, Java and C# desktop and web application development.
- ► Full scholarship
- ► Chosen as the student of the month in March 2013.

SKILLS

Programming languages

- ► Python: expert
- ► C: proficient
- ► Ruby: proficient
- ► Perl: proficient
- ► Java: proficient
- ► C++: prior experience
- ► Lisp (Scheme, Racket, Clojure): prior experience
- ► x86 assembly: prior experience

Proficient with Linux and Unix software development (5+ years)

LANGUAGE PROFICIENCY

Vietnamese

Native

English

Full working proficiency (scored 8.0 on the IELTS test)

PERSONAL PROJECTS AND OPEN-SOURCE CONTRIBUTIONS

Bogo project, Summer 2012 - current

Bogo is a Vietnamese input method (a system that, with a rule of $a + s \rightarrow a$, turns *caos* or *caso* into cao). It has:

- Core library in Python, with several implementations in other languages to assess portability.
- ▶ Bridges that interface with Linux (complete), Mac OS X, Windows (had to overcome several problems bridging Python with the Windows API owing to the closed nature of Windows).
- ► Some other extreme implementations using Finite State Transducers and regular expression to explore support for arbitrary languages (e.g. Hindi).

On the project, I:

- Applied TDD (sometimes coupled with pair programming) and continuous integration with Travis-CI.
- ► Tremendously improved the accuracy of the library by writing a script that exhausts all possible key press combinations that can generate a single Vietnamese word to use as test input.
- ► Prevented several crashing bugs by regular application of the Clang static code analyzer.
- ▶ Improved execution time of a custom C UTF-8 library from O(n) to $O(\log n)$.
- ▶ Built and maintained a Debian package repository and some Arch Linux AUR package build specifications for easy distribution of bogo. Prior experience with RPM.
- ► As supporting work, implemented and submitted upstream the surrounding text support for:
 - * ibus-qt4 (link)
 - * Qt 5 (link)
 - * GNOME Terminal (and related terminal emulators) (link)
 - * Ubuntu Unity (link)

Hobby kernel

Wrote a simple hobby kernel in C and x86 assembly while in high school. Faced several challenges including memory management, proper CPU mode and context switching, hardware interface. Led to valuable understanding of an OS.

Other

- Extensive localization works for several subprojects inside the Ubuntu project, as well as for several Mozilla projects.
- ► Run local weekly TDD workshops in Hanoi.
- ► Help run CodeClub Vietnam, a local organization that aims to develop programming literacy in primary school children using MIT Scratch, a graphical programming language. Maintain infrastructure, deliver classes and educate volunteers.