LIEM TRUONG SOFTWARE PROJECTS PORTFOLIO

Personal Project: Sultans of Wings (game)

- Built a shoot em up aircraft game using C++ and Simple and Fast Multimedia Library(SFML)
- The game has more than 35 enemy airplanes and the player is in control of F22 and F35

The main menu

Sultans Of Wings

Sultans Of Wings

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The controls menu where the user can set the keys of functionalities



Dog fight with missiles and shooting at enemies



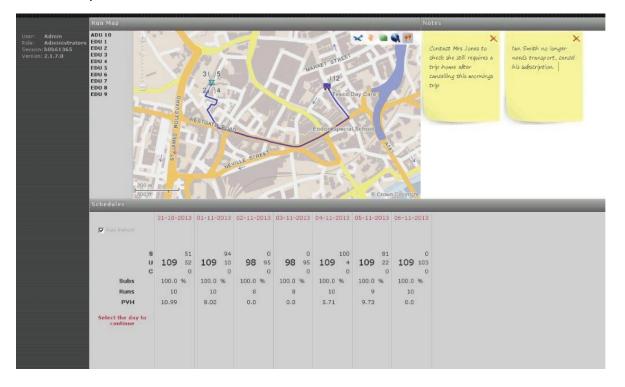
Another game. Zombie Area where the user can shoot the zombies.



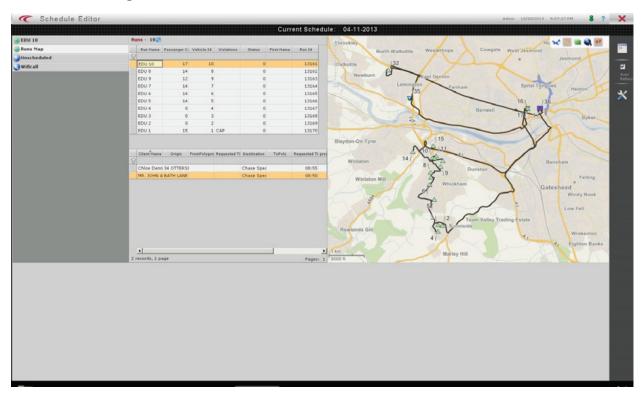
Programmer Analyst/Developer Trapeze Group

- Implemented SQL queries for school bus application
- Architect and built graphic user interface and services to load data into application using C++, SQL, HTML and JavaScript
- Design and implemented data migration feature to transfer data from other databases into bus application
- Implemented algorithm to schedule students on a bus and student scheduling user interface using Javascript
- Extended web application framework using C++, STL, SQL, Javascript and HTML and provided various solutions to defect fixes in GUI, business logic and communication layer of school bus application
- The project is an school bus application, it contains students, maps, routes and schedules. It is a web application using HTML, javascript and Visual C++ on Windows. I work on implementation of rework on broken features, most of the features are broken. I also fix defects and write sql (SQL Server) queries.

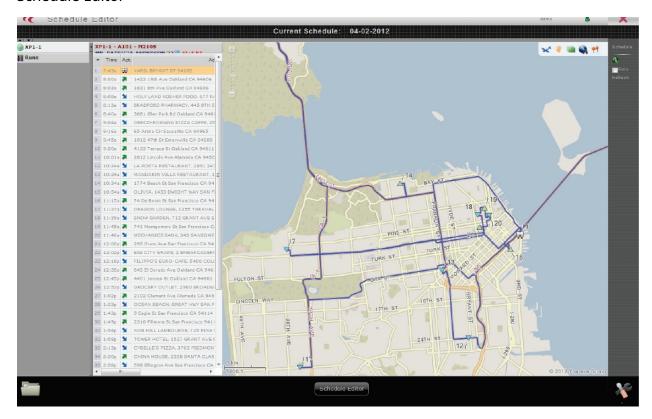
Routes Map



Schedule Booking



Schedule Editor



Software Developer Allegro Mobile Solutions

It is an application for mobile devices used in nursing and parcel deliveries. It keeps track of data
on the mobile device and communicate with the server for data updates. It is a C# application on
Windows. I worked on transferring the application to a new code platform developed in-house by
another team.

Parcel Delivery



Software Analyst Alcatel ATS Canada

• It is a real-time windows application with client (MFC) and server to control automated driverless trains. It's an MFC C++ application with clients and servers. It uses graphics to draw and SQL Server to store information collected such as headway. I worked on implementing new features such as user authority and fixing defects.

Train Management Control System showing trains, tracks and platforms

