**PERSONAL DETAILS**

|  |  |
| --- | --- |
| Name **Nguyễn Lương Bằng** | 11 |
| Nationality Vietnamese |
| Date of Birth August, 23th 1993 |
| Sex Male |
| Phone No. 0962 2308 93 |
| Email [bangtbtb@gmail.com](mailto:bangtbtb@gmail.com) |
| Skype bangtbtb |

**Skill**

* **Programming Languages:** C/C++
* **Programming Tools:** Visual Studio
* **Configuration Management Tools**: git
* **OOP**: Good Object Oriented Programming (OOP).
* Read English document well.
* Normal in teamwork, strong
* Knowledge of Basic Geometry, transform.
* Knowledge of Basic OpenGL

**Education: None**

**PROFESSIONAL EXPERIENCE**

1. **2015/07 – 2016/09**

**Company:** VB Solutions.

**Project: Computer Aided Design - VCad.**

**Project Description:**

* Develop for 3D software, support design object 3d high accuracy:
* Calculate intersection 2D shape: Line, Circle, Ellipse, Spline
* Calculate intersection 3D shape (surface – surface)
* Design data structure Surface
* Develop aid design model feature

**Team size**: 4 people (2015), 3 people (2016/2 - 2016/5), 2 people (now)

* Developer: Research algorithms and technologies for designing model 3d.
* Develop Fillet 2D feature: Create an arc from 2 2D shape and radius given, so contact point have two tangent is the same dỉrectory.
* Develop Revolve: create a 3D shape from 2D Shape, two point (or segment) and angle.
* Develop Sweep: create a 3D shape from two 2D shape with one is base and other is path.
* Develop Loft: create a 3D shape frome two or more 2D shape (difference plane).
* Develop Boolean Operator (Intersection, Union, Subtract) : create a 3D shape from two 3D shape.

**Technologies Used (Math)**

* Basic geometry Line, Circle, Ellipse
* Spline: Hermite, B-Spline…
* Bicubic

**Programming Language:**

* C++

**Software environment.**

* Visual studio 2013.
* Qt 4.8.4.