Randy Truong

Cell: (626) 233-9281

Website: randytruong.com
Email: rtruo001@ucr.edu

EDUCATION

University of California, Riverside

BS Computer Science,
Graduating end of Spring 2015
GPA: 3.170

Ecole Polytechnique Fédérale de Lausanne (EPFL)

Summer Study Abroad 2014 in Switzerland
Senior Design Project/Research

TECHNICAL SKILLS

Programming Languages
- Main: C++, C
- Knowledge of: Java, Git, Javascript, JQuery, AJAX, Bash/Shell Scripting, HTML/CSS, Verilog/VHDL, Ruby

Software/Editors
- Experience using Vim/Vi, Android Studios, Git, GDB, Visual Studios, Marmalade SDK, Altera Studios, Atmel Studios, GameMaker, Maven, Rails, ExpressJS, Linux, OSX, Windows

WORK/GROUP EXPERIENCE

Summer Study Abroad Intern/Ambassador (October 2014 - Present)
- Working with professors, faculty, and students in promoting the 2015 UCR Summer Study Abroad programs by having in and out class presentations, information sessions, and tabling sessions.
- Planning to have 8 UCR summer abroad programs with 20-30 students in each program.
- Advise all students and faculty of program plans, financial aid, and previous personal summer abroad experience.
- Update the website: summerstudyabroad.ucr.edu with HTML/CSS.

R'Cart (October 2014 - December 2014)
- Worked with a group in a company-like scenario in building an Android app that receives gas and product informations.
- Use different APIs including the gas feed, Mashery, GoogleMaps, and Google Places.
- Different implementations of algorithms and ideas for routing purposes (GoogleMaps), controlling prices, and control of the User Interface.

Vent Studios (June 2014 - Present)
- Learned the Marmalade SDK which required using C++ for cross platform launches to both IOS and Android.
- Build the games off of ideas on design, implementation, and gaming mechanics.
- Currently still in testing mode with several game apps, preparing for a launch to both the Google Play store and the Apple App store.

Senior Design Project - Nintendo Entertainment System (NES) Emulator (August 2014)
- Worked in a group of 5 to design, implement, and document the process of making a NES Emulator.
- Main equipment used were FPGA boards with the NIOS Processor, hardwares including VGA monitors and NES Controllers, as well as learning Altera Studios.

PROJECTS

Rainbow Rows - Embedded Systems (April - June 2014)
- Implementation required different concepts of state machines and bit manipulation to correctly have a functioning embedded systems. The embedded system was a game to match the most rows with the same colors.
- Software included Atmel Studios and using the C language.
- Hardware included implementation of 8x8 RGB LED Matrix, shift registers, and a LCD Screen.

GameMaker - Zelda (2010 - 2011)
- Edit a variety of sprites and images with a build-in image editor.
- Use of drag and drop interface with GameMaker's own language.
- Incorporated the sprites' different movements and animations.

HACKATHONS/COMPETITIONS

LAHacks (2015)	- *Build a user's bucket list with Javascript, JQuery, and AJAX requests. Also uses the MashAPE API.*
BattleHack (2015)	- Use of the Venmo API for building an easier way in making group transactions (Team GuppyPay).
HackPoly (2015)	- Created several Chrome Extensions (Team Pineapples!).
SBHacks (2015)	- *Use of the OpenGov API in accessing information on crimes in different locations.*
HackUCI (2014)	- Built an Android application to turn the phone into a mouse.
ACM - ICPC (2012, 2013)	- Solved real life problems with solutions involving data structures and algorithms.