

Randy Truong

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Education

University of California Riverside (UCR)

Computer Science
Graduated Summer 2015
GPA: 3.141

Ecole Polytechnique Fédérale de Lausanne (EPFL)

Summer Study Abroad 2014
Switzerland
Senior Design Project

Technical Skills

Programming Languages:

C/C++, Java, Swift, AJAX,
HTML/CSS/Javascript,
Bash/Shell Scripting, Verilog,
VHDL, Ruby, Assembly

Softwares/IDEs:

Vim/Vi, XCode, Android Studios,
Visual Studios, MongoDB,
Marmalade SDK, Altera Studios,
Atmel Studios, Xilinx,
GameMaker

Frameworks:

Git, JQuery, ExpressJS,
MeteorJS, MaterializeCSS, Rails

Activities

Hackathons:

LAHacks, BattleHack, SBHacks,
HackPoly, HackUCI, Citrus Hack

Competitions:

ICPC (2012, 2013)
UCR - ACM programming
competition (2012)

Links

randytruong.com
github.com/rtruo001
[linkedin.com/in/randytruong](https://www.linkedin.com/in/randytruong)
ventorigns.com

Experience

Vent Origins - Co-Founder/Developer

(June 2015 - Present)

- Successfully launched and currently maintaining several IOS/Android applications and websites.
- Work in a small team to plan, design, and implement software using combinations of software development methodologies.
- Put into practice concepts in version control, algorithms, and software engineering design structures.
- Use a variety of languages, frameworks, and APIs.

UCR Summer Study Abroad - Intern/Ambassador

(October 2014 - June 2015)

- Successfully launched 7 UCR's summer study abroad programs by recruiting 15-30 students in each program.
- Advised all students and faculty of program plans, financial aid, and previous study abroad experiences through meetings, tabling, presentations, and office hours.
- Updated the website: summerstudyabroad.ucr.edu

Senior Design Project - (Embedded Systems)

(August 2014 - November 2014)

- Study abroad program in the campus EPFL which is located in Switzerland.
- Worked in a group of 5 to design, implement, and document the process of making a NES Emulator on a FPGA board, VGA monitors, NES controllers, and Altera Studios.

Projects

Sir Prance - (IOS/Android App)

(July 2014 - Present)

- Currently live on both IOS and Android's app store. Developed in Java and Swift.
- Incorporates Object Oriented Programming, timers, and animations.
- Build own engine to control the animations and functionality of the game.

VentDJ - (Youtube's and SoundCloud's API)

(August 2015 - Present)

- Website allows users to build a playlist of Youtube videos and SoundCloud tracks.
- Implements a wide variety of techniques and algorithms to play the queue with shuffling and looping capabilities.

VentTag - (Parse and Spotify's API)

(June 2015 - Present)

- Building upon Spotify, VentTag allows users to add hashtags to songs on Spotify. Users can create a Spotify playlist with the hash tagged songs.
- Reads each hashtag from Parse. Users have their own individual lists of their hashtags.

R-Cart (Android App)

(October 2014 - January 2015)

- Worked with a group in a company-like scenario in building an Android app that receives gas and product informations.
- Used API's including the Gas Feed, Mashery, GoogleMaps, and Google Places.
- Created mapping algorithms for routing (GoogleMaps), controlling prices from the APIs to the app, and developing an user interface.

Rainbow Rows - (Embedded Systems)

(April 2014 - June 2014)

- Developed a functional embedded system using state machines and bit manipulation.
- Made on Atmel Studios and the C language with different hardwares including an 8x8 RGB LED matrix, shift registers, a LCD Screen, and a NES controller.