

# Randy Truong

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## 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

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## TECHNICAL SKILLS

*Programming Languages*

- Main: C++, C
- Knowledge of: Java, Git, Javascript, 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, Linux, OSX, Windows

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## WORK/GROUP EXPERIENCE

*Summer Study Abroad 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.

*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.

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## 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.

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## HACKATHONS/COMPETITIONS

*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.