

Tran Xuan Loc

Software Engineering Intern

Summary

I am eager to embrace new learning opportunities to enhance my knowledge, skills, and practical experience. This allows me to continuously grow and develop myself.

Work Experience

Software testing collaborator

May 2024

In this project, I tested software products at Garena and provided personal feedback to contribute to product improvement. Through this experience, I gained valuable insights into the concerns of developers regarding the software products they aim to launch.

Personal Projects

Explore the methods of infection and installation of malware in Windows systems

Description: This project focuses on researching several methods of malicious code injection in the Windows operating system, including DLL injection, NTAPI injection, direct system calls, and indirect system calls.

Role: Lead Developer

Responsibilities:

- Develop and experiment with malicious code injection methods.
- Conduct research and study to optimize attack techniques.
- Evaluate the effectiveness of each method.

Game Fantasy

Description: An offline 2D game for PC featuring an inventory system, items, and combat mechanics similar to Stardew Valley.

Role: Lead Developer

Responsibilities:

- Plan, organize, and manage the game development process, ensuring timelines.
- Develop and integrate gameplay systems, such as combat, movement, or inventory, based on design specifications.

Achievements

Semifinals of Thách Thức 2021

Contact

Ho Chi Minh

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<https://github.com/tathankochi>

Skills

Programming Language:

C++, Python, C#, PHP

Tools

- Wordpress
- Unity
- GitHub
- Postman

English:

Ability to listen and read specialized documents

Soft Skills:

- Possess strong critical thinking
- Self-learning capabilities
- Teamwork
- Creativity
- Ability to work under pressure
- Problem-solving skills
- Time management skills

Educational Background

Bachelor of Information Security

University of Science

2020 - 2025