# Tran Trong Truong

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## EDUCATION

**Sai Gon University**                                                                                         March 2025
*B.Eng. in Information Technology*                                                    *Current GPA: 2.18/4.0*

## COURSEWORK

**Courses:** Object-Oriented Programming, Data Structures & Algorithms, Embedded Systems, Discrete Math, Linear Algebra, Probability & Statistics

## SKILLS

**Languages:** JavaScript, HTML/CSS, Python, Java, C#, LaTeX
**Tools:** Git/GitHub, Visual Studio Code, Windows Command Prompt, NetBeans/Eclipse,

## PROJECTS

**Online Game** | *Python, Pygame, Socket Programming, Git, Visual Studio Code*                January 2024 – Present
- Developed a two-player online game using Python and Pygame library for graphics rendering
- Implemented network communication between two players using socket programming
- Designed and developed game mechanics, user interface, and multiplayer functionality
- Utilized Git for version control and collaboration, and Visual Studio Code as the development environment

**Web Developer** | *Node.js, HTML/CSS, JavaScript, Firebase, MongoDB, Git, VS Code*                November 2023 – Present
- Team project for the INRIX Hack 2023 Hackathon, earned Honorable Mention
- Developed a social media web app to gamify eco-friendliness using the INRIX API
- Implementing backend functionality using Node.js with Firebase and MongoDB for database management
- Utilizing HTML, CSS, and JavaScript for frontend development
- Learning how to integrate various technologies including Firebase and MongoDB into the project

**FirebaseAuthApp** | *Android Studio, Java, Firebase Authentication, Realtime Database, Storage*                January 2024 – Present
- Developing an Android app for user authentication using Firebase Authentication
- Implementing login functionality with Google and Facebook authentication providers
- Incorporating email authentication for user registration and login
- Utilizing Firebase Firestore to store user profile information and other relevant data
- Designing and developing the app UI and functionality using Android Studio and Java

**ECommercePlatform** | *Java, J2EE, Spring, Hibernate, Git, IntelliJ IDEA*                September 2023 – Present
- Developed a cross-platform e-commerce platform with features such as product management, order management, payment, and user management
- Utilized Spring Framework and Hibernate to build a robust and flexible backend infrastructure
- Optimized performance and scalability of the application to handle large user and transaction volumes
- Designed a user-friendly and intuitive user interface using HTML/CSS and JavaScript

## EXPERIENCE

**Game Developer** | *Member*                                                                                January 2024 – Present
Developed online multiplayer games using Python with Pygame library and implemented network communication.

**Web Developer** | *Member*                                                                                November 2023 – Present
Contributed to the development of social media web applications, focusing on frontend and backend development using technologies such as Node.js, Firebase, and MongoDB.