

TUAN DANG

San Jose

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EDUCATION:

Graduation: June-2017

- University Of California San Diego
- Major : Computer Science

QUALIFICATION AND TEACHNICAL SKILLS

- Programing language: Experienced in Java, C++, python, Objective - C
- Object oriented and data structures programing
- Web Development: Proficient in HTML, CSS, JavaScript, React.js, PHP, Node.js
- Debugging tool: GDB, VALGRIND, ANT
- Development Environment: Eclipse, NetBeans
- Possess leadership skills and is an excellent team player, and agile development

PROFESSIONAL EXPERIENCE

64pos

Position: Software Engineering Intern

3/2017 to present

- Creating database using **mySQL** to store information of the non-profit organizations and donors
- Coded in **PHP** for back-end development and utilized software version control throughout the project

Mobewash, La Jolla, CA

Position: Web Developer

2/1017 to present

- Working on translating designs and wireframe into high quality code using **React.js**
- Developed new user-facing features and Improved booking system, and am currently working on redesigning the site and company brand before the year's end.

FASTech, La Jolla, CA

10/2016 to 2/1017

Position: Web Developer

- Developed dynamic and interactive website that ensured high traffic, page views and User experiences.
- Maintained and updated **HTML/CSS** templates and **JavaScript** on regular basics and as required.

Active Media Production Group, LLC

02/2016 to 12/2016

Position: IOS developer

- Worked on replace all of the art assert with new art to create a similar different product with a new look and function with front end using **Objective -C**
- Experienced in working with clients, business managers and technical teams for executing concurrent projects

KNT Manufacturing, Fremont, CA 94538

Position: Machine Operator/Assembler

01/2010 to 09/2010

- Monitored/controlled state-of-the-art CNC Machines to produce the highest quality components and mechanical assemblies that meet or exceed the requirements of various High Technology applications.
- Worked with Engineers, Technicians to setup the machines.

PROJECTS

League Of legends Champions

Winter 2017

- Built a web application to manage a character. It solves the problems of a gamer waiting to do research on a champion and also for those who are interested in the game. This web app provides an archive of champions including everything gamer needs to know using **HTML, CSS, Bootstrap, JQuery and Firebase**. Link: <https://finalproject1344.firebaseio.com/index.html>

Game 2048

Spring 2015

- Designed the game 2048 using java language is single player puzzle game and designs the movement logic of the game. It won when a tile with a value 2048 and the program demonstrates knowledge of GUI in **java**.

Compress And Decompress

Fall 2015

- The executable compression file reads an raw input files that is compressed into significantly smaller file without any loss information. To retrieve the original file, the executable decompression file reads the compressed file and generates the original file by using the Huffman encoding algorithm using **C++**