David Duc-Trung Nguyen

Computer Science Student, Institute of Informatics, University of Oslo, Norway

dkdanid@outlook.com | https://github.com/wanderingduc | https://wanderingduc.github.io

Education

Bachelor of Science, Computer Science (Currently enrolled)
Institute of Informatics, University of Oslo, 08.2024 – Present
GPA (American): 3.429
GPA (ECTS): 3.857

Bachelor of Science, Computer Science
Institute of Informatics, University of Bergen, 08.2023 – 06.2024

Projects

Tales of a drunkie (WIP)
Currently developing a visual novel in Java utilizing the Swing library. Featuring things like multiple maps, character interactions and game saves, the development of this game helps me develop my program structuring and development skills to find the best method to implement the different features.

Portfolio website
Designed a responsive portfolio website using HTML, CSS, and JavaScript to showcase projects and skills. Integrated a project subpage describing current projects and contact form while adhering to mobile optimization and accessibility standards for enhanced user engagement. Also deployed the website to the internet teaching me a bit about deployment of software.

Pong
Created a classic Pong game using Java using the Swing library, focusing on player controls, ball physics, and collision detection. Delivered an interactive experience with a responsive user interface and demonstrated proficiency in object-oriented programming for maintainable code.

Tetris
Developed a classic Tetris game in Java with Swing and a graphics library written by the university, utilizing object-oriented programming and a MVC program structure for dynamic gameplay and intuitive controls. Implemented mechanics like piece rotation, line clearing, and scoring, enhancing user experience with smooth animations and a responsive interface.

Snake
Developed a Snake game using Python with a graphics library written by the university, featuring smooth animations and responsive controls. Implemented core mechanics such as collision detection and a debug mode, showcasing strong problem-solving skills.

Technologies

Java
Working knowledge in Java. Have used frameworks such as Spring Boot and Swing. Also familiar with unit testing in Java.

Python
Working knowledge in Python. Have built graphical programs using the pygame library. Also have limited experience with the pandas and shiny libraries.

HTML & CSS
Working knowledge in both HTML and CSS. I have built several projects using these, both personally and for school/university assignments.

JavaScript
Working knowledge in JavaScript. Most of my web projects have utilized JavaScript. Also have limited experience using the React library.

PostgreSQL / SQL
Intermediate experience using PostgreSQL / SQL. This experience comes from university courses.

Fusion360
Intermediate experience using Fusion360 for making CAD models and technical drawings for prototyping and production of computer peripherals.

Languages

Norwegian
Proficient, native

English
Proficient

Vietnamese
Conversational

Japanese
Conversational

German
Elementary