Calvin Truong

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RELEVANT WORK EXPERIENCE - 3+ Years as a Software Engineer

Fortinet

Software Engineer II

Feb. 2024 - Present

- Developed more advanced features for streamlining the creation process and management of security signatures, and presented updates to stakeholders, including Directors and the QA and Development teams
- Created a compact monitoring and telemetry tool to detect security bypasses across 100 web application firewall (WAF) modules, giving users clearer insights into potential issues
- Built a new API to improve security for sharing ban lists between products, replacing an older method

Software Engineer

Oct. 2022 - Feb. 2024

- Developed a web application to manage a large database of security attack signatures, helping the team create new signatures more efficiently using React, TypeScript, Django, and NGINX
- Collaborated with the QA team to identify and fix software bugs, ensuring smoother operation and better performance
- Automated key processes for generating location-based data and testing information, improving the efficiency
 of updates for the QA team with Python and Perl
- Improved the software's performance in the cloud by optimizing how it manages memory and processes data
- Designed and implemented security features focused on IP management, data validation, and overall file security

Simon Fraser University

Full Stack Developer & Data Analyst

Sept. 2020 - Dec. 2020

- Transformed academic data and created interactive graphs showcasing SFU's research performance
- Automated data processing through API integration, Python scripting, and scheduled tasks on VM's
- Enhanced SFU's room booking system by developing React features to improve user experience

FAMILIAR SKILLS, LANGUAGES & TECHNOLOGIES

- Skills: Front-end; Back-end; Data Visualization; UI/UX Design; Software Testing
- Languages: Python, JavaScript, TypeScript, C, SQL, HTML/CSS, Bash, HTML, CSS
- Technologies: React.js, D3.js, SQLite, PostgreSQL, MySQL, Docker, Git, OCR, Pandas, Postman, Selenium

EDUCATION

Simon Fraser University

Graduated Aug. 2022

BSc. Software Systems (Computer Science)

- Awarded best "Circular Economy" Android app in the "Introduction to Software Engineering" course
- Achieved 2nd place for a rural community hospital app in Haiti in "Software Development Methods" course

BSc. Interactive Arts & Technology (UI/UX Design & Multimedia)

- Trained in fundamental UI/UX theory, including comparative research, design thinking, and presentations
- Completed multimedia projects focused on graphic design, product design, and film

OTHER WORK HISTORY - 2+ Years as a Videographer/Producer/Editor

<u>MetaOptima Technologies</u> - Video Producer & Editor - Full-time <u>The Peak Publications</u> - Assistant Multimedia Editor - Part-time

Sept. 2018 – Aug. 2020

Sept. 2019 - Aug. 2020