

Dorian Do

Third Year Computer Science Student at the University of Adelaide

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Education

The University of Adelaide

Feb 2024 – Dec 2026 (Expected)

Bachelor of Computer Science

GPA: 6.9/7.0 - WAM: 92.50%

Experience

Research Intern

Dec 2025 – Feb 2026

Australian Institute for Machine Learning

Adelaide, SA

- Designed and developed a full-stack web application enabling real-time human-robot interaction using ROSBridge, WebSocket, and FastAPI, with MongoDB for persistent data storage
- Built a reusable ROS2 simulation test-bed and multi-robot coordination system on TurtleBot3 robots in Gazebo for human-robot collaborative search-and-deliver tasks
- Designed a greedy task allocator benchmarking robot-only, human-only, and mixed-team configurations, surfaced through the web interface for live task assignment and monitoring

Fullstack Developer Intern

Oct. 2023 – Jan. 2024

Budi Startup

Adelaide, SA

- Built and maintained full-stack web application features using AstroJS, React, and Tailwind, contributing to a 30% growth in customers
- Redesigned core UI components in collaboration with the front-end team, improving usability and visual consistency across the platform
- Participated in Scrum/Agile workflows, tracking tasks and delivering assigned features on time within each sprint

Projects

eFootball Ban & Pick Web App | *MySQL, WebSockets, Cheerio*

April 2026 – Present

- Built a full-stack eFootball draft app with a 41k-player scraped catalog, real-time ban/pick rooms, and a game plan builder
- Implemented user authentication with bcryptjs and session management for secure multi-room access

Study1Only Web App | *Vue.js, Node.js/Express.js, Spotify Web API*

March 2025 – June 2025

- Developed Spotify integration with OAuth 2.0 authentication and dynamic background customization using the Pexels API
- Managed cookie-based sessions and coordinated team codebase integration with Git version control

Boston Crime Data Analysis | *Python, Pandas, Matplotlib*

May 2025 – June 2025

- Quantified district-level crime disparities (up to 1,356% geographic variation) and rush-hour spikes (+40% incident concentration)
- Derived actionable insights to inform targeted patrol scheduling and resource allocation strategies

Animal Chess | *C++, SFML*

Sep. 2024 – Oct. 2024

- Implemented OOP design with abstract base classes and inheritance, rock-paper-scissors combat mechanics, and a save/load system
- Applied RAII memory management principles and wrote a unit testing suite to validate game logic

Technical Skills

Languages: Python, C, C++, JavaScript, HTML/CSS, R, MATLAB, LaTeX

Frameworks: Express.js with Node.js, React, Vue.js, Bootstrap, FastAPI, RESTful APIs, WebSocket, MySQL, MongoDB

Developer Tools: Git, Docker, Google Colab, Google Cloud Platform, Jupyter Notebook, Linux, Ubuntu, AWS

Extracurricular

Division A Competitor | *Adelaide University Competitive Programming League (AUCPL)*

Mar. 2026 – Present

RAVI Study Program (RSP) Adelaide

Nov. 2025 – Feb. 2026

Honors and Awards

Third Place | *World Robot Olympiad (WRO) Vietnam*

2022