

# Clement Hoang

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## Experience

- ▶ **Write of Passage** [Freelance Web Developer] May 2015 - now
  - Working with designer to build a complete web application for a startup
  - Implementing core features of the platform such as essay delivery from and to end users
- ▶ **Ten Thousand Coffees** [Software Engineering Intern] January 2015 - May 2015
  - Improved user retention on platform by using Mandrill for transactional and digest emails with Segment.io for analytics tracking.
  - Made email verification architecture stateless by switching manually generated bcrypt verification tokens to JWT.
  - Redesigned the entire messaging system to support multiple participants and an user-friendly scheduling system that was pushed to production.
  - Added internationalization support for the entire application with angular-translate.
- ▶ **Objectifi** [Software Developer] April 2014 - August 2014
  - Enhanced robustness of financial software used by major banking corporations worldwide by fixing database and UI defects.
  - Wrote E2E regression tests with a web interface that allowed company employees to configure and run tests on different staging environments with real-time logs.
  - Improved company workflow by over 30% by automating daily tasks such server updates, builds, maintenance, and server monitoring

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## Projects

- ▶ **Chidori** April 2015 - now
  - A cross platform Yugioh client where players can duel against one another online
  - Built with Electron, Sass, Bourbon, Neat, and MySQL
- ▶ **Hearthnet** January 2015 - now
  - A social platform for Hearthstone players to find other players with similar preferences
  - Built with Meteor, Sass, Bourbon, Neat, and MongoDB
- ▶ **Rally** March 2015 - May 2015
  - Implemented time-specific event scheduling to a collaborative scheduling web application
  - Built with Express, Angular, MongoDB, SCSS with Bourbon/Neat, and Moment.js
- ▶ **BCQueue** July 2013 - October 2013
  - Feature-rich badminton club management software for Windows that features a members database, asynchronous court timers, and a queuing system
  - Built with WPF, C#, .NET 4.0, XAML, Blend

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## Skills

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[**Languages**] Javascript, HTML/CSS, Java, C#, Python, C++, C

[**Frameworks/Libraries**] Express, Angular, jQuery, Meteor, Android, SCSS, LESS, ASP.NET MVC

[**Databases**] MongoDB, MySQL, SQLite, T-SQL

[**Tools**] Git, Bower, Grunt, Gulp, Bash

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## Hackathons

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- ▶ **lookup** @NASA SpaceApps 2015 *#Best Pebble Hack Award #Honourable Mention*
    - Built an IOS app that notifies users about the latest transient events based on VOEvents and webscraping, with Pebble support
    - Used Objective C, Pebble SDK, Express, Cheerio.js
  - ▶ **amusement** @HackWestern 2015 *#Best Muse Hack Award*
    - A mobile web application that keeps users in a calm state by analyzing their EEG activity and playing music from their Spotify playlists correspondingly
    - Used Angular, Express, Spotify API, Muse SDK
  - ▶ **vreq** @EngHack 2014
    - A visualization of course pre-requisites given a certain course at the University of Waterloo
    - Used D3.js, jQuery, UWaterloo Open Data API
  - ▶ **favors** @Hack the North 2014
    - A platform for exchanging favors with people online and a social experiment to determine the standardized worth of a favor
    - Used Python with Flask, Java with Android SDK, Facebook SDK, MySQL
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## Education

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- ▶ **University of Waterloo** September 2013 - May 2018
    - Candidate for Bachelor of Software Engineering
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## Awards

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**2015** Honourable Mention and Best Pebble Hack at NASA SpaceApps  
**2015** Best Muse Hack at HackWestern  
**2014** Dean's Honours List at University of Waterloo  
**2013** President's Scholarship at University of Waterloo  
**2011** HB Blizzard Computer Science Award  
**2010** Top 64 in Junior Canadian Computing Competition Stage 1

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## Interests

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I **learn** about web, data science and algorithms. I **play** badminton, ping pong, Hearthstone, and Fire Emblem. I **love** tacos, manga, anime, and bubble tea.