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

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

► **Rallly**   March 2015 - May 2015

- Implemented time-specific event scheduling to a collaborative scheduling web application
- Built with Node, 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

Skills

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

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

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

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

Hackathons

► **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

Education

► **University of Waterloo**   September 2013 - May 2018
  - Candidate for Bachelor of Software Engineering

Awards

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

Interests

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.