Ngô Minh Hoàng

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EDUCATION

Sai Gon University June 2020

Software technology

COURSEWORK

Courses: Object-Oriented Programming, Data Structures & Algorithms, Embedded Systems, Discrete Math, Linear Algebra, Calculus, Physics, Probability & Statistics

SKILLS

Languages: C/C++, Python/Pygame, HTML/CSS, GDScript
Tools: Git/GitHub, VS Code, Godot 4, Unity

PROJECTS

(Just pretend these are mine alright)

Carbon | *Flutter, Dart, Supabase, APIs (INRIX, Google Maps), Git, Unix Shell, VS Code* Nov. 2023
- Team project for the INRIX Hack 2023 Hackathon, earned Honorable Mention
- Developed a social media mobile app to gamify eco-friendliness using the INRIX API
- Learned how to use Flutter in conjunction with backend databases and APIs

ChatBuzz | *TypeScript, HTML/CSS, Webpack, API (Twitch), Git, Unix Shell, VS Code* May 2023 – Present
- Developed a full-stack web application for Twitch livestreamers to display repeated chat messages on OBS
- Experimented with Twitch API's OAuth Access Tokens to get chat data from the given channel
- Collaborated with livestreamers to get feedback and suggested features
- Solved problems relating to asynchronous tasks

FoodDropper | *Java, Maven, API (Spigot), Git, IntelliJ IDEA* Aug. 2022
- Developed a Minecraft server plugin to limit players to one way of replenishing their hunger bar
- Used persistent data containers to save and load data, ensuring that it persists across plugin resets
- Optimized UX e.g. sound design, food drop timing, supplied saturation level, and addressed potential workarounds

EXPERIENCE

Zero 2020 – Present

HOBBIES

Making pixel art Present
Drawing pixel art of characters, animals and stuff