Davis Hoang

Personal Info

Address

San Francisco, CA, 94132

Phone

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E-mail

davishoangt.27@gmail.com

Social

LinkedIn

linkedin.com/in/davisth127 **Github**github.com/DavisTH127

Website

www.davishoang.com

Skills

Java, Bootstrap, HTML5, CSS, React, Postgres, AWS, Linux, Python, Swift, Nodejs, Express

Courses

CALCULUS II

LINEAR ALGEBRA

PROBABILITY AND STATISTICS

DISCRETE MATH

DATA STRUCTURES

ANALYSIS OF ALGORITHMS

MACHINE STRUCTURES

ADVANCED SOFTWARE LAB

OPERATING SYSTEMS

PROGRAMMING LANGUAGES

OPERATING SYSTEMS

INTERATIVE MULTIMEDIA APP

HUMAN-COMP-INTERACTION

SOFTWARE DEVELOPMENT

SOFTWARE ENGINEERING

Education

08/2014 -06/2019 Bachelor of Science, Computer Science

San Francisco State University

Projects

Software Engineering Project (Team Lead / Github Master)

San Francisco State University

- Led a team of 7 to plan, execute, and document a housing website for San Francisco State University Students
- Knowledge of full software engineering cycle including best practices of Agile/SCRUM process, and user centered design for developing good UX/UI
- Monitored our teamwork by utilizing Trello and Github

Human Computer Interactions (Team Member)

San Francisco State University

- Worked in a team of 5 to plan, execute, and document a meal kit website purely in frontend
- Utilizing frontend frameworks and tools (including Javascript, HTML, CSS, Bootstrap, Justinmind and Github Pages)
- Knowledge of software engineering cycle including best practices of Agile/SCRUM process, and user centered design for developing good UX/UI

Work History

2018-08 -2019-06

Computer Science Instructor

CodeFu

- Taught K-8th grade students coding languages according to age group and ability
- Taught the fundamental of Computer Science with languages such as: Scratch, Python, HTML, CSS and Javascript
- Taught students how to create their own mini games and website

2017-08 -2018-06

Computer Science Assistant

Bytes For Bits

- Overlooked the curriculum for 3rd 8th grade students at The San Francisco School
- Developed and executed lesson plans for computer science fundamentals (including problem solving and critical thinking) through interactive game development