

Derian Hung

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EDUCATION

Texas A&M University, College Station, TX <i>B.S. in Computer Engineering, Minors in Cybersecurity & Mathematics</i>	Graduating May 2027 GPA: 3.36
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TECHNICAL SKILLS

Languages: Java, Python, C++, HTML, Verilog

Programs: Linux, GitHub, Microsoft Office Specialist 2016

ACTIVITIES & PROJECTS

Distributed Networked Banking System C++ TCP/IP Sockets Multithreading POSIX Signals	College Station, TX August 2025 – December 2025
<ul style="list-style-type: none">Engineered multi-server architecture utilizing TCP/IP sockets and a custom path to facilitate financial transactions and file managementDeveloped a high-concurrency engine allowing for thread-safe resource management for parallel tasksUtilized POSIX signals to ensure data security and maintain the runtime of a system during network instability.	
Custom Unordered Map Library C++ Hash Functions Memory Management Algorithms	College Station, TX January 2025 – May 2025
<ul style="list-style-type: none">Created a custom Unordered Map container in C++ from scratch, utilizing a hash table with separate chaining, prime-based sizing, and custom iteratorsOptimized ‘key’ operations, such as lookup and deletion, through direct pointer manipulation and traversalDesigned reusable hashing and collision-resolution algorithms, allowing for faster and more efficient operations	
Traffic Light Emulator Embedded Systems Verilog Linux C	College Station, TX August 2024 – January 2026
<ul style="list-style-type: none">Designed and implemented a dual-road traffic light control system within Linux and Vivado on a raspberry piConstructed state diagrams to streamline development of a refined Finite State Machine (FSM)Programmed LED-based simulations on embedded hardware to model real-world traffic behavior in a controlled environment, to increase efficiency of light delay	
ASCII Dungeon Simulator C++ Object-Oriented Programming Game Simulation	College Station, TX January 2024 – May 2024
<ul style="list-style-type: none">Engineered a 2D ASCII-based dungeon game using dynamic memory allocation and custom rendering logicDeveloped modular classes to manage player interactions, map dynamics, and item functionalityExecuted troubleshooting and devised edge case handling to resolve errors and memory leaks	

WORK EXPERIENCE

Churn and Bake <i>Shift Lead</i> A newly established bakery and creamery specializing in Asian-inspired frozen desserts and baked goods	Plano, TX June 2022 – June 2023
<ul style="list-style-type: none">Serviced 250+ customers daily, addressing and resolving customer concerns to ensure a positive experienceOversaw front-of-house operations and various company events for the majority of tenureOnboarded new team members and created employee guidelines to promote consistency and efficiency	

LEADERSHIP

Taiwanese American Student Association <i>Vice President External</i> <ul style="list-style-type: none">Coordinated campus-wide events and promotional initiatives with multiple external organizationsRecruited over 300+ new members through strategic online and in-person marketing campaigns and eventsEnhanced non-member engagement by over 50% through targeted outreach efforts	College Station, TX June 2024 – Present
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