JESSICA HOANG
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SKILLS

- Technologies: Python, C++, C, Java, JavaScript, Typescript, JSON, three.js, CSS, HTML5, Node.js, Next.js, MongoDB, MySQL, Kotlin, Linux OS, Windows OS, Android, React, React Native
- Software: VS Code, Terminal, Git, Gerrit, Vim, Adobe XD, Figma, ReadyMag
- Soft Skills: Problem-Solving, Leadership, Communication

WORK EXPERIENCE

Google (via Contract) – Software Developer   May 2024 – November 2024
- Lead the release engineering and release management process for 4 projects throughout the whole software life cycle (End-to-end).
- Enhance site reliability by debugging software changes and ensuring successful deployment of builds.
- Perform quality assurance testing on Pixel devices for Digital Wellbeing App.

Google (via Contract) – Software Developer   July 2022 – March 2024
- Optimize machine learning model performance and functionality for 50 release tests per day, and collaborate with various teams to address and debug code-breaking issues.
- Developed automation tests for Pixel devices on Google configuration-driven testing framework.
- Engineered unit testing and continuous integration for Python Automation tests on the testing framework on Git and Gerrit.
- Enhanced CI/CD infrastructure and the configuration-driven testing framework.

Neato Robotics – Automation Developer   October 2021 – May 2022
- Designed automation software for ESS test process to run 10+ robots concurrently, each utilizing a Pyserial module to handle serial port inputs and outputs, by multithreading.
- Developed Automation software for Motor test process by performing accelerometer, main brush motor, side brush motor, and blower tests, then logging everything into their respective csv file.

PROJECTS

Pokedex 2.0 – Personal project   April 2025 – April 2025
- Developed an interactive Pokedex using React, implementing dynamic UI components for seamless browsing and real-time Pokemon data retrieval.
- Leveraged Next.js 14 to optimize API routing and server-side rendering and implement infinite scrolling.

Dino Effect – Google Hackathon   January 2023 – January 2023
- Engineered and deployed interactive Dino sprite movements using camera-based controls, enabling real-time obstacle avoidance with Three.js and JavaScript.
- Designed and implemented a robust collision detection and scoring system, enhancing gameplay accuracy and user engagement.

Translator – SJSU Server-side Web Course   November 2019 – December 2019
- Integrated a secure session mechanism to authenticate users using PHP on my Translator website to display translated text from English to French.
- Developed a centralized translation model on MySQL database.

TimeCrunch – Silicon Valley Business Plan Competition (SVBPC) 2018 Semifinalist   April 2018 – May 2018
- Developed a mobile app using React Native and Node.js to streamline restaurant wait-times, integrating real-time data handling and API routing
- Implemented a web version of TimeCrunch with Next.js, leveraging full-stack capabilities to enhance backend integration and scalability.
- Designed a component-based architecture for frontend, optimizing reusability and maintainability in JavaScript.

EDUCATION

San Jose State University– *San Jose, CA*   August 2017 - May 2020
Bachelor of Science in Software Engineering: GPA: 3.10
Related Courses: Development with Java, Data Structures and Algorithms, Operating Systems, Computer Networks, Server-side Web Programming, Software Engineering, Full-Stack JavaScript
Certificate: Github CoPilot for Beginners: Write Software With AI