

Hieu (Kevin) Duong

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EDUCATION

University of California, Los Angeles

Bachelor of Science – Computer Science

Los Angeles, CA

March 2026

Relevant Coursework: Data Structures & Algorithms; Software Construction; Logic Design of Digital Systems; Operating Systems Principles; Computer Organization; Computer Systems Architecture; Computer Graphics; Data Management Systems

Technical Skills

Programming Languages: TypeScript, JavaScript, C++, C, Python

Technologies: HTML, CSS, React, Node.js, Next.js, Express, PostgreSQL, AWS S3, MongoDB, Vue.js, Docker, Tailwind, Git

WORK EXPERIENCE

Apple

Software Engineer

Austin, TX

June 2025 – Sep 2025

- Designed and maintained archival platform for Apple.com, enabling version control of hundreds of homepage revisions, reducing render time for each revision, and boosting retrieval efficiency for project managers by over 50%
- Collaborated closely with design team to integrate responsive video animations and motion effects for Apple's annual product launch, ensuring seamless playback, cross-browser compatibility, and consistent interaction across all devices
- Implemented scroll triggered animations and interactive elements, leveraging CSS keyframes, Bezier curves, and responsive design principles to deliver an immersive product experience to over 700M users worldwide
- Engineered and tested Apple's first homepage integration with live Apple TV API, delivering real-time sporting event scores and incorporated static fallbacks to ensure reliability during API failures

Association for Computing Machinery

Full-Stack Developer

Los Angeles, CA

Dec 2024 – Present

- Developing and maintaining web applications for over 1000+ ACM members across 9 committees, utilizing React, Next.js, and Node.js to deliver high-performance and scalable solutions
- Participate in peer code reviews by thoroughly examining code for quality, maintainability, and adherence to best practices, offering constructive feedback to improve overall team communication and code quality
- Coordinate codebase updates and ensure compatibility with other parts of the application, preventing regressions and maintaining seamless functionality across different features

PROJECTS

3D Pong (<https://github.com/minruigui/cs174A-project>) - JavaScript

March 2024

- Collaborated with a team of 3 to design and develop a 3D rendition of the classic game, Pong, incorporating real-time physics for accurate ball movement, paddle interaction, and dynamic camera angles to enhance gameplay immersion
- Integrated realistic collision detection by analyzing the ball's trajectory to determine its impact location and calculating the resulting vector upon collision with the paddles or outer bounds of the playing field
- Implemented 3D object rendering by utilizing advanced texture mapping, shading, and shadow mapping

Students Inferno (<https://github.com/Kevin-D23/CS35L-GP>) - React | Next.js | JavaScript | HTML | CSS

Jan 2024

- Led a team of 5 to develop a dating-like app designed to help students find study partners by assessing individual skills and strategically assigning roles, while managing each member's time commitment to ensure completion by the 10-week deadline
- Developed interactive, animated profile cards for the front-end by utilizing CSS hover states and transformations, delivering an engaging experience as users navigate through a list of students generated by a matching algorithm
- Designed and constructed a scalable database and backend functions using MongoDB atlas for storing user information gained from Google authentication and enable easy data retrieval for front-end developers

Kapi (<https://github.com/king-kapi/kapi-web>) - React | Next.js | TypeScript | HTML | CSS | MongoDB

May 2023

- Collaborated with a 7-person team of designers and developers to create of an online networking platform focused on creating an inclusive community for underrepresented groups in the gaming space
- Responsible for development and review of all front-end components, including login, profile, and personalized home pages, while in communication with design team to ensure adherence to best practices for UI/UX