

Lehuy Hoang

lehuy.hoang@outlook.com ❖ (510) 634-0130 ❖ Pleasanton, CA

www.github.com/LehuyH ❖ www.linkedin.com/in/lehuyh

PROJECTS

StudyKit - Study Tools for Students

Aug. 2023 – Present

Stack: TypeScript (Vue 3+Nuxt+Node.js); HTML; CSS (Tailwind); SQL (Postgres); Python (FastAPI)

- Designed and implemented a progressive web app with Vue and Postgres that helps 40,000+ students study with LLM-powered features.
- Decreased onboarding churn by 50% by integrating PostHog analytics to identify user-interface improvements.
- Grew revenue by integrating a data-driven approach to product iteration based on customer feedback, driving 20% month-over-month revenue growth.
- Decreased AI expenses by 15% by refactoring high-volume features onto more efficient models.

VoidOne - Web Hosting Platform

Oct. 2024

Stack: TypeScript/JavaScript (React+Next.js+Node.js); HTML; CSS (Tailwind); Golang; AWS (S3)

- Designed a web hosting platform for developers to deploy production-ready websites in under 30 seconds easily.
- Built an API in Go that integrates cloud storage, CDN, and SSL, to automate website deployments and save developers 1+ hour(s) on server configurations.
- Implemented a CLI in Node.js for instant previews and one-command deployments (npx voidone deploy), reducing deployment time from 15+ minutes to under 1 minute.

Transfer Helper - Web Application

Jun. 2024

Stack: TypeScript/JavaScript (React+Next.js+Node.js); HTML; CSS (Tailwind)

- Reduced college transfer planning times by 90% by building a planning website for community college students.
- Created a novel algorithm to find optimal course pathways by analyzing 250,000+ transfer agreements.
- Developed web scraping program in Node.js to download and serve 35GB+ in transfer agreement files.

Realtime Multiplayer Game

Oct. 2022

Stack: TypeScript/JavaScript (Vue 3+Node.js+Express.js); HTML; CSS (Tailwind); WebSockets

- Architected and networked both client and server API of a real-time multiplayer game, supporting up to 100 concurrent players with less than 50ms latency.
- Implemented a server-side physics engine, ensuring 99.9% consistent gameplay for all players.

EDUCATION

Las Positas College

Expected May 2027

Bachelor of Science, Computer Science

Livermore, CA

- **GPA: 4.0;** Honors Scholar
- Community college student pursuing a Bachelor's of Science degree in Computer Science via transfer.

WORK EXPERIENCE

Hackingtons Code School

May 2022 – Present

Computer Science Instructor

Dublin, CA

- Taught computer science fundamentals, HTML, CSS, JavaScript, Python, Unity to students aged 8-15.
- Maintained 5-star rating by personalizing lesson plans based on individual student interests and learning styles.

SKILLS

- **Languages:** Typescript/Javascript; HTML/CSS; Python; Golang; Java; SQL; C++; x86 Assembly
- **Frameworks:** React; Next.js; Vue; Nuxt; FastAPI; Flask; Express.js
- **Tools:** Git; Github; Vitest; Jest; PostgreSQL; SQLite