(510)-634-1030 **Lehuy Hoang** lehuy.hoang@outlook.com

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Education

| **Livermore, CA** | **Las Positas College** | **Expected May 2027** |

- Current community college student pursuing a Bachelor's of Science degree in Computer Science via transfer.
- Current GPA: 4.0

Skills

- Full Stack; Frontend; Backend; Typescript; React; JavaScript/HTML/CSS; Python; Next.js; Vue; Nuxt; Git; Node.JS; SQL ;TailwindCSS; Java; C++; x86 Assembly; PostgreSQL

Projects

StudyKit.app (Full Stack/JavaScript/Vue/Nuxt; August 2023-Present)
- Designed and implemented a progressive web app with Vue and Postgres that helps students with studying. Currently used by 40,000+ learners.
- Decreased onboarding churn by 50% by integrating PostHog analytics to identify UX 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.

eBay Machine Learning Model (Python/Node.js/Transformers; September 2024)
- Improved product information accuracy by training a vehicle information extraction model that achieved over 50% F-score using eBay product listing data, Python, and Transformers.
- Enhanced model training efficiency by automating the labeling of 5,000+ examples by creating pre- and post-processing algorithms for data preparation and extraction matching.

Transfer Helper Web Application (React/Next/Node.js; June 2024)
- Reduced college transfer planning times by 90% by building a planning website with React and Next.js.
- Designed a novel algorithm for creating optimal course pathways by comparing 100,000+ agreements between different colleges.
- Developed web scraping program in Node.js to download and serve 250,000+ transfer agreements.

Postgres/Supabase Database Client (Java/REST API/PostgreSQL; December 2023)
- Reduced database integration code by approximately 50% in projects by building a Java library/SDK for database interactions with PostgreSQL and Supabase.

Real-time Multiplayer Game (Node.js/Express/WebSockets; October 2022)
- 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.

Content Management System for Non-Profit (JavaScript/Vue/Tailwind; August 2020-July 2021)
- Engineered the Genuine Global website with Vue.js and TailwindCSS, utilizing SEO best practices that improved search rankings; achieved a 50% increase in organic traffic over a six-month period, driving more leads to the organization.
- Reduced content production time from weeks to days by engineering a content management system, allowing non-technical staff to update and manage blog posts and news articles.
- Optimized page load times by 30% with automatic asset compression, optimized web bundling strategies with Rollup, and migrated website hosting to a distributed edge network.