Sunny Hoang

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EDUCATION

University of Calgary   Calgary, AB
Bachelors of Science in Computer Science   *Expected May 2026*
- **Relevant Courses:** Introduction to Computer Science 1 and 2, Theoretical Foundations of Computer Science 1 and 2, Data Structures and Algorithms, Computing Machinery 1 and 2, Introduction to Software Engineering

COMPETITIONS AND PROJECTS

Facial Recognition | *Python, Firebase*   July 2024 – August 2024
- Developed a face recognition system using that tracks faces for attendance in a school or work environment
- Utilizes **OpenCV** for the facial recognition module while using **Firebase** as a real-time **database** of information about attendee

Pulse Pursuit | *Python*   November 2023 – November 2023
- Developed a game at the **natHacks 2023 hackathon** with **4** other teammates
- The objective is to escape the wrath of the monster within 5 minutes while remaining calm by maintaining consistent heart rate (**50%** win rate)
- Implemented the use of a Samsung Galaxy Watch to record heart rate in order to create an immersive gameplay full of jump-scares and puzzles
- Used the **pygame** library to create a terrifying 2-D RPG

Heart-rate Monitor | *Python*   December 2023 – May 2024
- A health app that analyzes heart rate data and provide statistics with **100%** accuracy
- Developed using the library from the **2023 natHacks** and **CTkinter** to record heart rate data from a Samsung Galaxy Watch
- Implemented **4** features of the app including a live reading, **data visualization with MatPlotlib**, **data analysis**, and alert system

Website Portfolio | *HTML, CSS, JavaScript*   July 2024 – August 2024
- Created my own minimalist website portfolio to show off all the projects and competitions I have done so far
- Implemented interactive **web elements** such as buttons, animations, smooth scrolling, hamburger menu, and link directories
- Implemented both a **mobile** and **desktop** version of the website for maximum **user experience**

Snake Run | *C*   March 2024 – April 2024
- Developed a game with a team member for a school assignment
- The game is an expanded version of the classic snake game, where your objective is to escape from enemies and obstacles along the way, throughout **4** different maps before the 5 minute timer runs out
- Utilizes a **bare metal Raspberry Pi 4 module** to compile and run the game
- Utilizes an SNES controller connected to the Pi module to control the snake

Self-checkout | *Java*   October 2023 – December 2023
- Developed a grocery self-checkout system for a software engineering course with a total of **35 members**
- Developed with **object-oriented programming** principles in mind
- This was meant to simulate the environment and dynamics of a **software engineering team**, where teammates and requirements are always changing dynamically as the project progresses

Trader Mellstroy | *JavaScript*   July 2024 – Present
- Developed a game mod for the video game Escape from Tarkov
- A trader mod in which the infamous Belarusian streamer "Mellstroy" tries to scam you

TECHNICAL SKILLS

Languages: JavaScript, Java, Python, C, HTML, CSS
Libraries/Technologies: Firebase, pygame, numpy, OpenCV, Tkinter, CTkinter, Matplotlib