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

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

Heartrate 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

WORK EXPERIENCE

Store Associate September 2021 – August 2022
T&T Supermarket *Calgary, AB*
- Worked as a grocer attendant for **11 months** assisting in stocking and **customer service**
- Handled **95%** of English speaking customer inquiries
- **Communicated** and helped with colleagues when they needed assistance
- Handled training of new employees with an increase of **productivity** of **50%**

Service Attendant July 2023
Calgary Stampede *Calgary, AB*
- Assigned to the Big Four facility where **30%** of all total attraction for patrons were at
- Helped patrons with trouble they had with cleanliness and **maintenance**
- Assisted colleagues with **major maintenance** of **90%** of the facility and patron inquiries

Technical Skills

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