# Sunny Hoang

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## EDUCATION

**University of Calgary**                                                    Calgary, AB
*Bachelors of Science in Computer Science*                    *Sept. 2022 – May 2026*

## COMPETITIONS AND PROJECTS

**Pulse Pursuit | *Python***                                              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
- 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**

**Facial Recognition | *Python, Firebase***                 July 2024 – August 2024
- Developed a face recognition system using that tracks faces for attendance
- Meant to be used 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

**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 HISTORY

**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**: Java, Python, C, HTML, CSS
**Libraries**: pygame, OpenCV, Tkinter, CTkinter, Matplotlib