

Sunny Hoang

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EDUCATION

University of Calgary

Bachelor of Science in Computer Science

Calgary, AB

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 a monster within 5 minutes while remaining calm by maintaining consistent heart 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 2D horror-themed RPG

Heart-rate Monitor | *Python*

December 2023 – May 2024

- Personal project that I developed after realizing the potential utilization of the Samsung watch for more practical purposes
- Developed a heart rate monitor app that records heart rate data from a Samsung Galaxy Watch
- Implemented 5 features of the app including a live reading, data visualization, data analysis, alert system, and data logging of the features mentioned into permanent record via text files, spreadsheets, and graphs

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, smooth scrolling, hamburger menu, and link directories
- Implemented both a mobile and desktop version of the website

Self-Checkout | *Java*

October 2023 – December 2023

- Developed a grocery self-checkout software with a varying team of three iterations for a school project
- Interactive buttons with audio and visual queues with the use of Java Swing library
- Meant to simulate a real-world software engineering experience of dynamic teams and requirements
- Applied object-oriented programming principles learned in the classroom

Snake Run | *C*

March 2024 – April 2024

- Developed a game with a friend for a school assignment
- Utilizes a bare metal Raspberry Pi module to run the game
- The game is an expanded version of the classic snake game where your objective is to escape from enemies and obstacles along the way
- Utilizes an SNES controller connected to the Pi module to control the snake

TECHNICAL SKILLS

Languages: Java, Python, C, HTML, CSS