

# Daniel Hoang

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## TECHNICAL SKILLS

**Technology:** Swift, Objective-C, iOS Development, Git, Python, Flask, Parse, Java, C++, HTML, CSS, PHP

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## PROJECTS

- TournaMake** | San Francisco, CA November 2015-January 2016  
♦ iOS utility that helps people create, score and rank tournaments of players or teams. Written in Swift.  
Currently live and in the App Store. <http://apple.co/1Wcmytc>
- Picky** – Cal Hacks | Berkeley, CA October 3-5, 2014  
♦ iOS app that allows people to photograph and rate meals. Written in Objective-C with 4 other students.
- Krill-Killer Game** | Seattle, WA September 2014  
♦ iOS survival game with a whale eating fish and krill. Written in Swift and SpriteKit with 3 other developers.
- Showdown Holdem Poker** | Seattle, WA August 2014  
♦ iOS poker game that connects to Game Center. Written in Swift.
- Hackathons attended:** Twilio Autism Hackathon, TechCrunch Disrupt SF, Cal Hacks, Accenture Games
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## WORK EXPERIENCE

- BlueJay Mobile-Health** – iOS Development Intern | Livermore, CA January 2015-September 2015  
♦ Developed iOS health apps for therapists and patients with senior mobile developers using Objective-C.
- Shiphawk** – iOS Contractor | Santa Barbara, CA November 2014-January 2015  
♦ Created an iOS app for shipping agents using Swift and Shiphawk's APIs. Currently live and in production.
- Altia Systems** – Software QA Intern | Cupertino, CA June 2013 – August 2013  
♦ Enhanced the Panacast application alongside software developers. Tested camera quality and latency.  
♦ Reproduced, isolated, and identified any bugs in the application.
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## EDUCATION

- Make School** – San Francisco, CA September 2015 – September 2017  
**Computer Science**  
♦ *Relevant Coursework:* Mobile Design, iOS Development with Swift, Python, Data Structures, Web Design, Full-Stack Web Development with Ruby on Rails and JavaScript, Hardware
- Code Fellows** – Seattle, WA July 2014 – September 2014  
♦ Certificate, iOS Development Accelerator
- Santa Clara University** September 2013 – June 2015  
**Computer Science**  
♦ *Relevant Coursework:* Object-Oriented Programming, Data Structures, Physics for Scientists & Engineers, Calculus and Analytic Geometry, Web Programming