Matthew Hoang

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EDUCATION

California State University, Long Beach   August 2019 - December 2023
B.S., Computer Science; Current GPA: 3.88

Honors and Awards: CSULB President's Honor List | Edison Scholars Program – Edison STEM Scholarship

EXPERIENCE

Pacific Life   **Newport Beach, CA**
Digital Technology Intern - Technology Platform Ops   May 2023 - Present
- Researched, created, and demoed PoC for DocuSign Click to clarify configuration and integration details
- Assisted with backlog refinement by attending meetings that discussed architecture and integration details
- Standardized and semi-automated architecture diagramming, enhanced communication and saved hours
- Created an interactive dashboard with Streamlit in Snowflake and presented analyzed data with a team

Scientific Applications & Research Associates (SARA)   **Cypress, CA**
Computer Science/Cloud Engineering Intern   May 2022 - March 2023
- Self-taught MS Azure, Apache Kafka, LabVIEW, C#, and other skills to complete diverse software tasks
- Researched, designed, developed, and tested multiple low latency cloud computing architectures on Azure to process IoT data and distribute results utilizing Apache Kafka
- Created LabVIEW, Python, and C programs to simulate IoT devices generating data to interact with my proposed cloud systems using the LabVIEW Cloud Toolkit, Kafka-Python API, and librdkafka library
- Developed Python scripts to automate data validation that is capable of accepting new data formats which saved 100s of hours of manual labor
- Produced a simulation environment which utilized PX4 Autopilot, Gazebo, QGroundControl, and MAVSDK-Python to enable the team to simulate tests on the acoustic detect and avoid software
- Created presentations and demonstrations with detailed documentation and block diagrams

PROJECTS

Senior Project: QuackQuackGo   August 2022 - May 2023
- Designed, developed, and documented an itinerary web application with a team of 5 members
- Utilized HTML, CSS, and JS to create a responsive, intuitive, and aesthetically pleasing user interface
- Organized Firebase DB to enable integrity, reliability, and efficient data retrieval from Firebase APIs

Mega War   December 2021
- Developed a C++ game that automatically played the card game War with a customizable amount of players and decks, which also displayed updated statistics on each player every round
- Built by utilizing multiple levels of inheritance of a card pile to prevent redundant similar functions, lowering the complexity of the inherited classes

Dungeon Master   March 2021
- Developed a console-based game in Java that allowed users to fight monsters on a 5x5 map, advance to the subsequent map with a key, and shop for a heal or a key
- Created by utilizing design patterns such as inheritance and polymorphism to make methods and objects, providing a menu to prompt the user for various actions depending on the situation

TECHNICAL SKILLS

Proficient: Python, Java, C++, HTML, CSS, Javascript, SQL, PostgreSQL, Snowflake, Firebase, Azure, Azure DevOps, Apache Kafka, Windows, Linux, GitHub, Postman, LabVIEW, Lucidchart
Familiar: Node.js, C, C#, GCP, Docker