

# Chad Hoang

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## Technical

### FUNDAMENTALS

- C# preferred along with experience in Java, JavaScript, C++, and Python
- Moderate experience in version control using GitHub

### HARDWARE DEVELOPMENT

- 1+ years in microcontrollers and electronics such as Arduino, Raspberry Pi, and some Intel Edison
  - Robotics, OpenCV, sensors, actuators, displays, etc.
- 7+ years in computer assembling, diagnosing, and repairing

### SOFTWARE DEVELOPMENT

- 4+ years of Unity3D
  - AI state machines, GUI systems, data persistence, optimizations, events, delegates, etc.
  - Some experience with Virtual Reality and Augmented Reality
  - Some experience with networking & multiplayer infrastructure
- 2+ years in multimedia programs such as Autodesk Maya, Adobe After Effects, Premier Pro, and Photoshop

## Experience

### MICROCENTER, *TECHNICIAN*

JUNE 2014 – JANUARY 2015

- Performed general electronic hardware & software diagnostics and repair.
- Ranked 2<sup>nd</sup> store stock technician within the company's HQ during payroll period.

### LONE STAR COLLEGE SYSTEMS, *S.O.A.R. OFFICE STUDENT*

SEPTEMBER 2012 – MAY 2013

- Optimized database filtering/general administration for current and upcoming students.
- Chapter's Event coordinator, Photographer, and Videographer
- Guided students with information about college logistics, transition, and future planning.

### VALIC - AMERICAN INTERNATIONAL GROUP, *RETIREMENT DATABASE INTERNSHIP*

NOVEMBER 2011 – JULY 2012

- Retrieved clients' financial plans such as 401k and IRAs from advisors to be processed for shipping.
- Handled packages to ship financial plans back to requesting advisor.
- Maintenance and filtering of financial plans database.

## Education

### COMPUTER SCIENCE, BACHELOR OF SCIENCE - UNIVERSITY OF HOUSTON, HOUSTON, TEXAS

FALL 2014 - PRESENT

- College of Natural Science & Mathematics – Computer Science, B.S. – Software Design
- **Interactive Game Development**
  - Formed, taught, and coordinated team of 4 as Producer to develop a commercial game within 1 year.
  - Produced game will be used to compete in *Microsoft Imagine Cup* competition in 2017.
- **Former officer of Society of Asian Scientists & Engineers (SASE)**
  - Member of the SASE national board to host *SASEhack* hackathon during annual national conference.
  - Mentored 2 students about building professionalism and leadership skills.
  - Chapter's Historian and Webmaster
    - Redesigned organization's website, maintained social media, and provided professional photography.
    - Increased membership by 210% and sponsorship by 160% by end of Spring 2015.

## Activities

### CODERED | UNIVERSITY OF HOUSTON – COUGARCS

NOVEMBER 2015

- Participated in PROS sponsored hackathon with team of 4.
- Created 3D-mapping robot that maps environment in Unity3D using basic point cloud techniques.

### SASEHACK | SOCIETY OF ASIAN SCIENTISTS AND ENGINEERS

OCTOBER 2015

- Assisted in hosting 1<sup>st</sup> ever SASE hackathon sponsored by Booz Allen Hamilton.
- Placed 1<sup>st</sup> by creating an "Internet of Things" solution to provide personal self-service of Senior Healthcare.

### COMPUTER ANIMATION TEAM COMPETITION | BUSINESS PROFESSIONALS OF AMERICA

MAY 2012

- Created a 3D computer-generated animation in Autodesk Maya about promoting space exploration.
- Placed 1<sup>st</sup> at the Regional, State, and National level.