Kevin Hoang

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EDUCATION	TECHNICAL SKILLS		EXTRACURRICULARS
Bachelor of Science, Major in Computer Science (CO-OP) University of Manitoba *2015 – 2020*	**LANGUAGES**	**FRAMEWORKS**	UofM Biomed. Eng. Design Team Ignite Cycle & Strength UofM Concrete Canoe UofM Steel Bridge WPG Cycle
	C Java Ruby C# JavaScript SQL C++ Python XML	AJAX Angular.js jQuery .NET Bootstrap Mocha React Jasmine Node.js	
	TOOLS/OTHER: Git, IntelliJ, JIRA, Confluence, Docker		

WORK EXPERIENCE

Software Developer   MAY - AUGUST 2019
Varian Medical Systems
Co-op Work Term 3
- Worked in teams of 7 to create a minimal marketable product cloud native application to replace an existing, outdated application using Angular.
- Explored with Micronaut, a testing framework, and provided tests to a simple HTTP request program, providing an example to the company on how to use Micronaut to promote effective and reliable code release practices.

Virtual / Augmented Reality Technology Assistant
University of Manitoba – Rady Faculty of Health Sciences   JULY 2018 – APRIL 2019
- Taught the use of various virtual reality equipment to students and therapists.
- Worked with students and therapists about using virtual reality equipment with patients to provide effective, analytic data and efficient treatment plans.

Application Developer
Wawanesa Insurance   SEPTEMBER - DECEMBER 2018
Co-op Work Term 2
- Detected, investigated, and resolved bugs in discrete parts of the applications to further understand how the front-end and back-end is all connected.
- Constructed effective test cases using Karma and Jasmine to ensure the quality of the program achieved business standards.
- Developed a notification service with HTTP requests and AngularJS for employers to notify customers about current and future outages on other services.

Programmer / Analyst
Agriculture & Agri-Foods Canada   JANUARY - AUGUST 2018
Co-op Work Term 1
- Refactored applications within the department to promote maintainability, reusability, and code consistency.
- Composed and suggested various UI concepts and design changes to magnify user satisfaction and experience within the applications using JavaScript, HTML, CSS, and jQuery.

Undergraduate Student Researcher   MAY - AUGUST 2017
University of Manitoba – HCI Lab – Department of Computer Science
- Created and conducted a study about a sorting task environment in a virtual reality setting to test if different input mechanisms impacted both a user's performance and immersion, using Unity and C#.
- Assisted with the making of research paper and poster and secured award money for competition.