

# Huyanh Hoang

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## Education

2013–2017 **Bachelor of Science, Informatics**, *University of California, Irvine*.  
Cumulative GPA: 3.4

## Professional Experience

January 2016–Present **Development Intern**, *Rohm*, Irvine.

- Implemented additional APIs for an iOS application to prepare it for shipment
- Modified existing view controllers to fix programming bugs created from outsourced code
- Wrote documentation detailing a high-level overview of the code structure for later implementation in the Android version

## Software Projects

February 2016 **TreeHacks**, *Stanford*, Procrastination.

- Collaborated with a multi-disciplinary team to create a Google Chrome extension that keeps track of active tabs pages of browser activity and visually displays that information using the highcharts framework
- Led the application design process to mind-map the most important features
- Assisted with front-end features by writing scripts in HTML/CSS using the Bootstrap framework

November 2015 **HackUCI**, *UCI*, Unavoidable.

- Developed a first-person survival horror game for the Oculus Rift Development Kit 2
- Designed the map layout, menu scene, and gameplay in which the player must escape a labyrinth while being chased by an enemy AI
- Learned the basics of the Unity3D 5 Engine and C# behavior scripts to apply them all within a 24 hour timeframe

November 2015 **MedAppJam**, *UCI*, Medthodical.

- Participated in a competition with a multi-disciplinary team to create a medical iOS app in which physicians can send notifications to their patients indicating an appointment delay
- Led the software engineering process by creating mockups using Sketch and Balsamiq, building a requirements document, and then writing code in Swift using the Xcode IDE

## Leadership and Community

June 2013 **Eagle Scout Project**, *Boy Scouts of America*, Westminster.

- Developed and led a project involving the creation of wooden storage shelves for children at a local elementary school
- Managed a group of 15 people and assigned them different tasks such as painting and nailing

## Skills

- Proficient in Python and the Eclipse development environment
- Familiar with Sketch, Adobe Photoshop, Unified Modeling Language, Swift and Xcode, Java, HTML/CSS
- Basic knowledge of C# and Unity, Linux/UNIX