

Huyanh Hoang

"Failure is an option here. If things are not failing, you are not innovating enough."

Education

2013–2017 **Bachelor of Science, Informatics**, *University of California, Irvine*.
Cumulative GPA: 3.3

Experience

Vocational

January **Development Intern**, *Rohm*, Irvine.
2016–Present Implemented additional APIs and modified existing view controllers in Swift to facilitate the shipping of an event planning app

Software Projects at UC Irvine

November **HackUCI**.

- 2015
 - 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 **MedAppJam**.

- 2015
 - 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

March 2015 **Connect Four, Othello**.

- Implemented a console-based implementation of Connect Four and Othello written in Python
- Learned introductory socket and protocol concepts and used them to play Connect Four with a server AI
- Learned to build a graphical user interface for the Othello game logic using tkinter

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, Linux/UNIX, Swift and Xcode, Java
- Basic knowledge of C# and Unity, HTML and CSS

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