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# Huyanh Hoang

## ▬▬▬ Education

**2013–Winter 2018**  **Bachelor of Science, Informatics**, *University of California, Irvine*, Cumulative GPA: 3.4.
Emphasis in Software Development and User Experience Design
Coursework: Databases, Data Structures and Algorithms, User Interaction Software, Senior Capstone Design

## ▬▬▬ Experience

**January 2016–January 2017**  **Cofounder**, *Rohm*, Irvine.
- Transform prototypes for an iOS platform dealing with event coordination and event discovery to Swift code with Firebase and Cocoa
- Plan and coordinate the Agile process by prioritizing the features needed in each sprint based on user data
- Implement lean startup techniques to discover user problems and create solutions

**December 2016–Present**  **Freelancer**, Irvine.
- Designed and developed an iOS application that eases the pain of individuals who experience Tinnitus
- Collaborated with doctors to elicit requirements and plan the architecture and implementation details

## ▬▬▬ Software Projects

**July 2016–Present**  **calorui**, *Independent*, Irvine.
- Developing a fitness utility platform that tracks calories and automatically counts the workout set repetitions for iOS, Android, and Web using React and Firebase

**March 2016–June 2016**  **iXercise**, *UCI*, Irvine.
- Conducted interviews and extracted requirements with doctors to build a web administration system for an exergame that supports the rehabilitation of recovering leukemia patients
- Tested prototype designs with medical staff, performed modifications, and retested those modifications
- Learned to create a secure, user-centered application using Node.js, MongoDB, and D3

**April 2016**  **paso**, *LAHacks*, Los Angeles.
- Collaborated with non iOS developers to extract requirements to develop a fitness iOS application that donates a set amount of money to charity once the user walks 10,000 steps
- Adapted OAuth2 libraries to connect the backend FitBit API to the frontend logic

## ▬▬▬ 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

- Proficiency in implementation skills and algorithms with C++, Java, Python, and Swift
- Proficiency in creating user personas, conducting user interviews, prototyping, and lean startup
- Familiar with Cocoa API, Unified Modeling Language, HTML5/CSS3, Sketch, D3, MongoDB, Node.js, JavaScript, React, SQL