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Huyanh Hoang

Education

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

Professional Experience

January 2016–Present **iOS Development Intern**, *Rohm*, Irvine.
- Converted prototypes for an iOS platform dealing with event coordination and event discovery to Swift code using external libraries and UIKit
- Overhauled existing modules to fix programming bugs created from outsourced code
- Constructed documentation detailing a high-level overview of the code structure for later implementation in the Android version

Software Projects

April 2016 **FlagTraveler**, *2016 NASA Space Apps Challenge*, Irvine.
- Designed a solution to help users learn new facts about NASA's historical space events that would otherwise be undiscovered
- Engineered an iOS application that uses an HTML parser to scrape data sets from NASA's archives and displays them in a geotagging based interface
- Presented a pitch to the local community and received showcasing on open.NASA's Innovation Space

February 2016 **Procrastinationation**, *TreeHacks*, Stanford.
- 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
- Designed the front-end features by writing scripts in HTML/CSS using the Bootstrap 3 framework

November 2015 **Unavoidable**, *HackUCI*, Irvine.
- 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

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 object-oriented programming with Python and Swift
- Familiar with Xcode/Cocoa, Unified Modeling Language, HTML5/CSS3, Sketch
- Basic knowledge of C# and Unity, Linux/UNIX, D3, SQL, Java, JavaScript