

Huyanh Hoang

Education

2013–June **Bachelor of Science, Informatics**, *University of California, Irvine*.

2017 Cumulative GPA: 3.4

Professional Experience

January **iOS Development Intern**, *Rohm*, Irvine.

- 2016–Present
- 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 **Procrastination**, *TreeHacks*, Stanford.

- 2016
- 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 **Medthodical**, *MedAppJam*, Irvine.

- 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

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