Huyanh Hoang

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in huyanhhoang

Education

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

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*, Procrastinationation.
- 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

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Procore Recruitment Team   February 22, 2016
Procore
6309 Carpinteria Avenue
Carpinteria, CA 93013

Dear Sir or Madam,

I am interested in an iOS development internship at Procore because I was recommended by Daniel Phillips at the UCI Winter career fair back in January. When I came to the booth, I was enthusiastically greeted and asked about my skills. When I said that I wanted to work in product management and loved iOS, front-end, and UX, he told me that I would make a great fit at Procore. What stood out to me was the genuine feel of the company's atmosphere through Daniel's pitch and the inviting nature of the recruiting. I believe that at Procore with its open, collaborative culture, I will be able to really refine my skills.

I learned a great deal of both hard and soft skills through working at Rohm and through TreeHacks, HackUCI, MedAppJam, and my Eagle Project. Because of these experiences I was able to rapidly learn enough Swift, HTML/CSS, and C# to apply to nontrivial applications. I extensively used git throughout these projects as well. I am specializing in Human-Computer-Interaction at UCI and have taken relevant courses, but iterating through designs and ideas at Rohm led me to do much more research on UX and user-centered-design thinking. At the end of HackUCI and MedAppJam, I understood the importance of establishing team cooperation by having a shared passion and a mutual vision of accomplishing set goals. I learned project planning and requirements building from my Eagle Scout project and gained confidence by being part of a programming team at HackUCI, which allowed me to apply these principles to my project at TreeHacks.

I am very fascinated by the field of product management and its integration with backgrounds concerning user experience, business, and technology. What I am really needing, however, is a chance to work with more experienced mentors in an agile or lean environment. By working with product managers and design engineers, I will be able to have a sense of the key heuristics that it takes to create a successful product. I feel that with my strong motivation and passion in iOS and product management, I will be a great fit in the environment at Procore. I would like the opportunity to have an interview in order to discuss my experiences in more detail. I am best reached through email, and I will follow up with you in two weeks to check the status of my application. Thank you for your consideration.

Yours faithfully,

Huyanh Hoang