

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 2017–Present **Lab Tutor**, *UCI Information and Computer Sciences, Irvine*.
o Guide students through Data Structures and Algorithms lab assignments in a setting of 40+ students
o Provide student feedback to the professor and TA to improve lab sessions
- December 2016–Present **Freelancer**, *UCI School of Medicine, Irvine*.
o Developed an iOS application using AVFoundation to produce sound that eases the pain of Tinnitus patients
o Designed the information architecture and codebase structure through requirement elicitation with doctors
- January 2016–January 2017 **Cofounder**, *Rohm, Irvine*.
o Rewrote over 4000 lines of frontend code in Swift and completed documentation from legacy iOS codebase
o Created internal Agile framework for team to prioritize features, reducing development cycle into 1 week sprints
o Implemented lean startup techniques and conducted 20+ user interviews to discover problems and create solutions, cutting down 2 months of development time

Software Projects

- July 2016–Present **calorui**, *Independent Developer, Irvine*.
o Developing a mobile fitness application for multiple platforms using React Native and Firebase
- March 2016–June 2016 **iXercise**, *UCI, Irvine*.
o Conducted interviews and extracted requirements with doctors to build a web administration system for an exergame that supports the rehabilitation of recovering leukemia patients
o Tested prototype designs with medical staff, performed modifications, and retested those modifications
o Learned to create a secure, user-centered application using Node.js, MongoDB, and D3.js
- April 2016 **paso**, *LAHacks, Los Angeles*.
o Collaborated with business students 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
o 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*.
o Developed and led a project involving the creation of wooden storage shelves for children at a local elementary school; managed 15-20 volunteers

Skills

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