

Huyanh Hoang

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Education

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

Professional Experience

January **Development Intern**, *Rohm*, Irvine.
2016–Present

- Implemented additional APIs for an iOS platform dealing with event coordination and event discovery
- 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

January **The Use of Cellphones in the Student Worker Environment**, *UCI*, Irvine.
2016–March 2016

- Investigated the nuances and implications of students being able to use their smartphone on shift in the university level student worker environment, totaling 10 hours of observations
- Interviewed clients to establish rapport in order to conduct observations
- Constructed a portfolio analyzing on the relationship between the university student center and its information systems in regards to the observations

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 **Unavoidable**, *HackUCI*, Irvine.
2015

- 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
- Practical knowledge of HTML, CSS, Xcode, Cocoa, git, Sketch, Balsalmiq, Unified Modeling Language, User Experience Design
- Experience with technical writing