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Huyanh Hoang

Education

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

Experience

January 2016–Present **iOS Developer**, *Rohm*, Irvine.
- Convert prototypes for an iOS platform dealing with event coordination and event discovery to Swift code using external libraries and UIKit
- Overhaul the existing app with adaptive code that keeps future changes in mind
- Construct documentation detailing a high-level overview of the code structure for later implementation in the Android version

Software Projects

March 2016–June 2016 **iXercise**, *UCI*, Irvine.
- Conducted interviews and extracted requirements with doctors to build a web administration system for an exergame that supports the rehabilitation of recovering leukemia patients
- Tested prototype designs with medical staff, performed modifications, and retested those modifications
- Learned to create a secure, user-centered application using Node.js, MongoDB, and D3

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, Java, C++, and Swift, SQL databases
- Familiar with Xcode/Cocoa, Unified Modeling Language, HTML5/CSS3, Sketch, D3, MongoDB, Node.js