Huyanh Hoang

115 Lehigh Aisle, Irvine, CA 92612
(562)-666-1609
✉ huyanhh@uci.edu
in huyanhhoang

Education

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

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

March 2015 **Connect Four, Othello**, *UCI*.
- Implemented a console-based implementation of Connect Four and Othello written in Python
- Learned introductory socket and protocol concepts and used them to play Connect Four with a server AI
- Learned to build a graphical user interface for the Othello game logic using tkinter

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 and CSS
- Basic knowledge of C# and Unity, Linux/UNIX