

Huyanh Hoang

Education

2013–June **Bachelor of Science, Informatics**, *University of California, Irvine*.

2017 Cumulative GPA: 3.4

Professional Experience

January **iOS Development Intern**, *Rohm*, Irvine.

- 2016–Present
- Converted prototypes for an iOS platform dealing with event coordination and event discovery to Swift code using external libraries and UIKit
 - 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

April **paso**, *LAHacks 2016*, Los Angeles.

- 2016–Present
- Collaborated with non iOS developers 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
 - Adapted OAuth2 libraries to connect the backend FitBit API to the frontend logic
 - Guided team members on UIKit, Swift, and UX design to make the application more user-centric

April 2016 **FlagTraveler**, *2016 NASA Space Apps Challenge*, Irvine.

- Designed a solution to help users learn new facts about NASA's historical space events that would otherwise be undiscovered
- Engineered an iOS application that uses an HTML parser to scrape data sets from NASA's archives and displays them in a geotagging based interface
- Presented a pitch to the local community and received showcasing on open.NASA's Innovation Space

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
- Familiar with Xcode/Cocoa, Unified Modeling Language, HTML5/CSS3, Sketch
- Basic knowledge of C# and Unity, Linux/UNIX, D3, SQL, Java, JavaScript, MongoDB, Node.js