

Huyanh Hoang

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Education

2013–2017 **Bachelor of Science, Informatics**, *University of California, Irvine*.

Cumulative GPA: 3.4

Experience

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

- 2016–Present
- 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 **TreeHacks**, *Stanford*, Procrastination.

- 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
 - Assisted with front-end features by writing scripts in HTML/CSS using the Bootstrap framework

November **HackUCI**, *UCI*, Unavoidable.

- 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

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